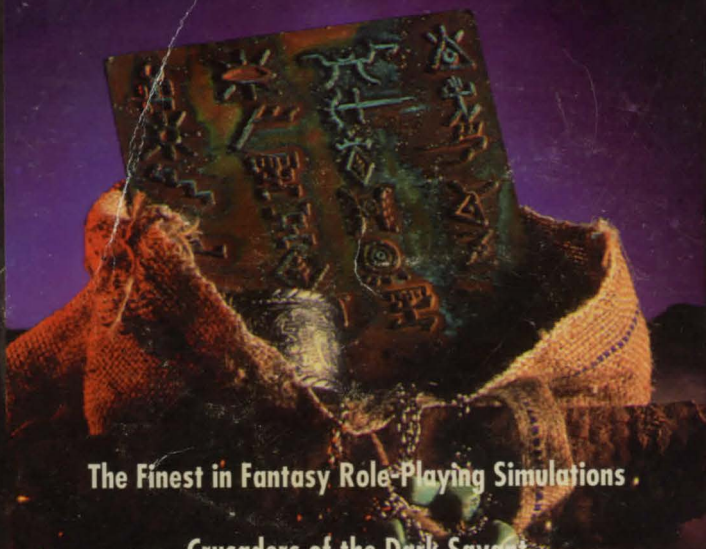


Wizardry®

Wizardry® TRILOGY

WIZARDRY V, VI & VII

PLAYER'S GUIDE



The Finest in Fantasy Role-Playing Simulations

Crusaders of the Dark Savant
VII

Bane of the Cosmic Forge
VI

Heart of the Maelstrom
V



SIR-TECH

Nuturing the Dragon

As you play Heart of the Maelstrom, Bane of the Cosmic Forge and Crusaders of the Dark Savant and read their manuals, you'll see how we have grown over the years — many thanks to your suggestions. But, we hope you'll think of ways we can grow even further. Of course, we have preserved the integrity of each game - down to its manual's format - to give you an idea of our growth. Without change, each game appears as it originally did on the market allowing you to experience the evolution of computer gaming . . . the evolution of Wizardry. Help us grow further:

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Quantities of this item are limited. A call ahead is recommended. **\$89.95**

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Wizardry Trilogy 2



Wizardry V: Heart of the Maelstrom
Wizardry VI: Bane of the Cosmic Forge
Wizardry VII: Crusaders of the Dark Savant



The package you hold before you is a time capsule of computer software evolution. From *Heart of the Maelstrom* to *Crusaders of the Dark Savant*, each and every line of code represents the dramatic steps our industry took to attain its present day glamour.

We at Sir-tech have been here every step of the way. Since the release of Wizardry 1 in September of 1981, Sir-tech has continued to pave the way for the entertainment software of the future.

Through its seven scenarios, Wizardry has won dozens of national and international awards. It has been acclaimed as "Game of the Year" and "Role Playing Game of the Year" many more times than any of us would have cared to dream.

In short, Wizardry has become a legend . . . for players to enjoy and for the industry to follow.

Throughout this manual, you will learn about the three scenarios contained in this game, how to install them and what to expect from them.

Divided into three sections, one for each game, you will find:

- A cover page, marking the beginning of each manual
- A reference card, following the cover page, that explains installation and gives quick tips on game play
- Following *Heart of the Maelstrom* and *Bane of the Cosmic Forge*, the Magic Word lists that act as copy protection and allow you to play the game
- The complete contents of, or notes on, the original manual that accompanied the game upon its release

About This Manual



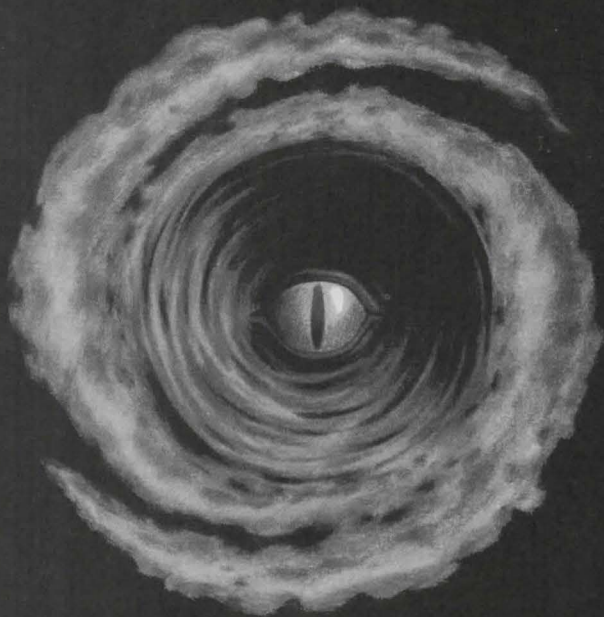
Heart of the Maelstrom

*... is dedicated to all true adventurers everywhere
who dare to challenge the dark, unknown dimensions
in the continuing spirit of human evolution and plain 'ole fun ...*

Wizardry®

WIZARDRY·V

HEART OF THE MAELSTROM



By D.W. Bradley
and Andrew Greenberg



HEART OF THE MAELSTROM REFERENCE CARD MS-DOS

Each brand of computer has its own unique features. Your IBM PC (or 100% compatible) is no exception. The IBM PC version of Wizardry V: Heart of the Maelstrom has been specially programmed to take advantage of some of these features.

STARTING HEART OF THE MAELSTROM

Wizardry V: Heart of the Maelstrom represents early technology in the computer industry. . . it's all part of the evolution this package, Wizardry Trilogy 2 is designed to show. **It cannot be installed to your hard drive.** To boot Wizardry V:

1. Turn off your computer, and put disk A in drive A. (If disk A is the wrong size for your drive A, you need to exchange disk sizes. Use the order form to do so. It's free.)
2. Turn your computer on. Wizardry V will do the rest.

MAKING SCENARIO DISKETTES

To protect the original master Wizardry V diskettes from potential trashing, you must make play, or scenario, disks to play from. Complete directions are contained in the manual. The screen directions also guide you along.

GRAPHICS

Wizardry runs only on PCs with a Color Graphics Adapter (CGA) or better. There are three different types of display monitor that Wizardry V has been designed to use: RGB color, composite color (television) and black and white. It will also run on EGA, VGA and SVGA systems, but only in CGA resolution. Wizardry understands the difference between these devices, and has special graphics for each. Unfortunately, Wizardry has no way of knowing which device you're using unless you tell it.

- Wizardry assumes you are using an RGB or CGA monitor unless you tell it otherwise.
- Hold down the CTRL key while the game is booting to tell Wizardry you are using a composite monitor or television set.
- Hold down the ALT key while the game is booting to tell Wizardry you are using a black and white monitor.
- Press the F1 or F2 keys to shift the display to the left or right in small increments.

PAUSES FOR THOUGHT

Occasionally, the program pauses to allow you to read messages. Although this delay is adjustable by pressing T while in the Maze, experienced players will often want no time delay at all. Pressing ALT when the program is pausing will end the pause immediately. If you get tired of pressing ALT, you can press SCROLL LOCK to switch the pauses on and off. These features are especially handy during long combats.

SOUNDING OFF

There are times (at 2:00 a.m. in particular) when you need to play in silence. Pressing the CAPS LOCK key will switch the sound on and off.

Wizardry V Credits

Computer Programming	D.W. Bradley
Scenario Design	D.W. Bradley
	Andrew Greenberg
Additional Technical Programming	John Hood
Computer Illustrations	Ted Boonthanakit
	Brian Makepeace
Documentation	Brenda Garno
Opening Tavern Chronicle	Andrew and Sheila Greenberg
Manual Illustrations	William Briggs and Will McLean
Character Manual Illustrations	Ted Boonthanakit

Wizardry V Acknowledgements

Without the help of the individuals listed here, this scenario may never have been what it is today. The time, effort and dedication given to Heart of the Maelstrom is priceless and sincerely appreciated. Thank you for all you have done.

Rob and Norm Sirotek For their determination to see this through
 Brenda Garno For all those bleary-eyed sleepless, nights
 John Hood For your invaluable assistance
 Rick Hall, Derek Hardison,
 Peter Schelhorn and Rick Moser They made me do it
 Jane Blackstone and Karen Goodman For their friendship
 The Gang at the
 Evoteck Theater in Atlanta For all their wild ideas and lots of yuks
 Washington Apple Pi Game SIG For their devotion to gaming
 Tidewater Apple Worms and
 Stan Baranowski . For insisting that games are better than spreadsheets
 Barbara Lanza, Walter Freitag
 and The Society for Interactive Literature for inventing the Sorn
 The Wizardry V Playtesters Jay Banks, Jay Bernhardt, Lewis Bernhardt
 Frank Evangelista, Mark Evangelista, Rick Dutton
 David Frankel, Brenda Garno, David Granite
 Bill Griffiths, Ray Hakim, Charles Don Hall
 Rick Hall, Lisa Harradine, Reid Hutchinson
 Jeff Londynsky, Mike O'Marah, Helen Murphy
 Paul Murphy, Rob Reams, Linda Sirotek
 Peter Spear, Thomas Wiener, Jeffrey Yette

Heart of the Maelstrom Magic Word List

As you play Heart of the Maelstrom, you will be approached by an Apparition who intones,

"Enter the Magic Word to Continue!"

You'll see the Apparition's spell on your computer screen. Look up the spell in this list, and once you find it, you'll see its Magic Word! For your convenience, each page has the first word of the spell at the top.

For example, suppose the Apparition asked you to complete this spell:

WIZA RDRY

Turn this page, and you will see it is the first spell on your list. To its right is "WIZA RDRY's" Magic Word:

WLZI

Magic Word List

GROUP 1: WIZA

Spell	Magic Word
WIZA RDRY	WLZI
WIZA RDIC	IOUX
WIZA RDQI	AXTS
WIZA RDHM	VEOA
WIZA RDFO	MKAG
WIZA RDEL	UYBE
.....
WIZA JEYI	OAUD
WIZA JECQ	XEEJ
WIZA JEIH	ENJE
WIZA JEMF	KKDU
WIZA JEOE	YORT
WIZA JEEN	ZIEB
.....
WIZA UTNK	ESAO
WIZA UTOI	NAST
WIZA UTXS	KGXU
WIZA UTAG	OEIZ
WIZA UTER	IROR
WIZA UTDJ	XDKY
.....
WIZA BAKO	AEEC
WIZA BAIX	GUAQ
WIZA BASA	ETZI
WIZA BAGE	RBYH
WIZA BARD	DAKM
WIZA BAJE	JOEF
.....
WIZA OTEU	UOUE
WIZA OTTB	TZLL
WIZA OTAO	BRUW
WIZA OTTU	AYMI
WIZA OTZR	OIVA
WIZA OTYI	TCAV
.....
WIZA UZUT	ZIWU
WIZA UZBA	RHLL
WIZA UZOT	YMEO
WIZA UZUZ	IFOX
WIZA UZRY	COFE
WIZA UZIC	QEMK

GROUP 2: WIEN

Spell	Magic Word
WIEN DJRY	WOUX
WIEN DJIC	IXTS
WIEN DJQI	AEOA
WIEN DJHM	VKAG
WIEN DJFO	MYBE
WIEN DJEL	UZTR
.....
WIEN EUYI	OEEJ
WIEN EUCQ	XNJE
WIEN EUIH	EKDU
WIEN EUMF	KORT
WIEN EUOE	YIEB
WIEN EUEN	ZXGA
.....
WIEN TBNK	EAST
WIEN TBOI	NGXU
WIEN TBXS	KEIZ
WIEN TBAG	OROR
WIEN TBER	IDKY
WIEN TBDJ	XJNI
.....
WIEN AOKO	AUAQ
WIEN AOIX	GTZI
WIEN AOSA	EBYH
WIEN AOGE	RAKM
WIEN AORD	DOEF
WIEN AOJE	JTXO
.....
WIEN TUEU	UZLL
WIEN TUTB	TRUW
WIEN TUAO	BYMI
WIEN TUTU	AIVA
WIEN TUZR	OCAV
WIEN TUYI	TQIM
.....
WIEN ZRUT	ZHLL
WIEN ZRBA	RMEO
WIEN ZROT	YFOX
WIEN ZRUZ	IOFE
WIEN ZRRY	CEMK
WIEN ZRIC	QLHY

GROUP 3: WIKO

Spell	Magic Word
WIKO RYRY	WXTS
WIKO RYIC	IEOA
WIKO RYQI	AKAG
WIKO RYHM	VYBE
WIKO RYFO	MZTR
WIKO RYEL	UAUD
.....
WIKO ICYI	ONJE
WIKO ICCQ	XKDU
WIKO ICIH	EORT
WIKO ICMF	KIEB
WIKO ICOE	YXGA
WIKO ICEN	ZSAO
.....
WIKO QINK	EGXU
WIKO QIOI	NEIZ
WIKO QIXS	KROR
WIKO QIAG	ODKY
WIKO QIER	IJNI
WIKO QIDJ	KEEC
.....
WIKO HMKO	ATZI
WIKO HMIK	GBYH
WIKO HMSA	EAKM
WIKO HMGE	ROEF
WIKO HMRD	DTXO
WIKO HMJE	JUOE
.....
WIKO FOEU	URUW
WIKO FOTB	TYMI
WIKO FOAO	BIVA
WIKO FOTU	ACAV
WIKO FOZR	OQIM
WIKO FOYI	TIWU
.....
WIKO ELUT	ZMEO
WIKO ELBA	RFOX
WIKO ELOT	YOFE
WIKO ELUZ	IEMK
WIKO ELRY	CLHY
WIKO ELIC	QWIZ

Magic Word List

GROUP 4: WIIX

Spell	Magic Word
WIIX YIRY	WEOA
WIIX YIIC	IKAG
WIIX YIQI	AYBE
WIIX YIHM	VZTR
WIIX YIFO	MAUD
WIIX YIEL	UEEJ
.....
WIIX CQYI	OKDU
WIIX CQCQ	XORT
WIIX CQIH	EIEB
WIIX CQMF	KXGA
WIIX CQOE	YSAO
WIIX CQEN	ZAST
.....
WIIX IHNK	EEIZ
WIIX IHOI	NROR
WIIX IHXS	KDKY
WIIX IHAG	OJNI
WIIX IHER	IEEC
WIIX IHDJ	XUAQ
.....
WIIX MFKO	ABYH
WIIX MFIX	GAKM
WIIX MFSA	EOEF
WIIX MFGE	RTXO
WIIX MFRD	DUOE
WIIX MFJE	JZLL
.....
WIIX OEEU	UYMI
WIIX OETB	TIVA
WIIX OEAO	BCAV
WIIX OETU	AQIM
WIIX OEZR	OIWU
WIIX OEYI	THLL
.....
WIIX ENUT	ZFOX
WIIX ENBA	ROFE
WIIX ENOT	YEMK
WIIX ENUZ	ILHY
WIIX ENRY	CWIZ
WIIX ENIC	QIQA

GROUP 5: WISA

Spell	Magic Word
WISA NKRY	WKAG
WISA NKIC	IYBE
WISA NKQI	AZTR
WISA NKHM	VAUD
WISA NKFO	MEEJ
WISA NKEI	UNJE
.....
WISA OIYI	OORT
WISA OICQ	XIEB
WISA OIIH	EXGA
WISA OIMF	KSAO
WISA OIOE	YAST
WISA OIEN	ZGXU
.....
WISA XSNK	EROR
WISA XSOI	NDKY
WISA XSXS	KJNI
WISA XSAG	OEEC
WISA XSER	IUAQ
WISA XSDJ	XTZI
.....
WISA AGKO	AAKM
WISA AGIX	GOEF
WISA AGSA	ETXO
WISA AGGE	RUOE
WISA AGRD	DZLL
WISA AGJE	JRUW
.....
WISA EREU	UIVA
WISA ERTB	TCAV
WISA ERAO	BQIM
WISA ERTU	AIWU
WISA ERZR	OHLL
WISA ERYI	TMEO
.....
WISA DJUT	ZOFE
WISA DJBA	REMK
WISA DJOT	YLHY
WISA DJUZ	IWIZ
WISA DJRY	CIQA
WISA DJIC	QACE

GROUP 6: WIGE

Spell	Magic Word
WIGE KORY	WYBE
WIGE KOIC	IZTR
WIGE KOQI	AAUD
WIGE KOHM	VEEJ
WIGE KOFO	MNJE
WIGE KOEL	UKDU
.....
WIGE IXYI	OIEB
WIGE IXCQ	XXGA
WIGE IXIH	ESAO
WIGE IXMF	KAST
WIGE IXOE	YGXU
WIGE IXEN	ZEIZ
.....
WIGE SANK	EDKY
WIGE SAOI	NJNI
WIGE SAXS	KEEC
WIGE SAAG	OUAQ
WIGE SAER	ITZI
WIGE SADJ	XBYH
.....
WIGE GEKO	AOEF
WIGE GEIX	GTKO
WIGE GESA	EUOE
WIGE GEGE	RZLL
WIGE GERD	DRUW
WIGE GEJE	JYMI
.....
WIGE RDEU	UCAV
WIGE RDTB	TQIM
WIGE RDAO	BIWU
WIGE RDTU	AHLL
WIGE RDZR	OMEO
WIGE RDYI	TFOX
.....
WIGE JEUT	ZEMK
WIGE JEBA	RLHY
WIGE JEOT	YWIZ
WIGE JEUZ	IIQA
WIGE JERY	CACE
WIGE JEIC	QVIN

Magic Word List

GROUP 7: AVAE

Spell	Magic Word
AVAE RDRI	ILUX
AVAE RDIC	AOTS
AVAE RDQI	VXOA
AVAE RDHM	MEAG
AVAE RDFO	UKBE
AVAE RDEL	LYTR
.....
AVAE JEYI	XAEJ
AVAE JECQ	EEJE
AVAE JEIH	KNDU
AVAE JEMF	YKRT
AVAE JEOE	ZOEB
AVAE JEEN	AIGA
.....
AVAE UTNK	NSST
AVAE UTOI	KAXU
AVAE UTXS	OGIZ
AVAE UTAG	IEOR
AVAE UTER	XRKY
AVAE UTDJ	SDNI
.....
AVAE BAKO	GEAQ
AVAE BAIX	EUZI
AVAE BASA	RTYH
AVAE BAGE	DBKM
AVAE BARD	JAEF
AVAE BAJE	EOXO
.....
AVAE OTEU	TULL
AVAE OTTB	BZUW
AVAE OTAO	ARMI
AVAE OTTU	OYVA
AVAE OTZR	TIAV
AVAE OTYI	UCIM
.....
AVAE UZUT	RILL
AVAE UZBA	YHEO
AVAE UZOT	IMOX
AVAE UZUZ	CFFE
AVAE UZRY	QOMK
AVAE UZIC	IEHY

GROUP 8: AVNK

Spell	Magic Word
AVNK DJRY	IOTS
AVNK DJIC	AXOA
AVNK DJQI	VEAG
AVNK DJHM	MKBE
AVNK DJFO	UYTR
AVNK DJEL	LZUD
.....
AVNK EUYI	XEJE
AVNK EUCQ	ENDU
AVNK EUIH	KKRT
AVNK EUMF	YOEB
AVNK EUOE	ZIGA
AVNK EUEN	AXAO
.....
AVNK TBNK	NAXU
AVNK TBOI	KGIZ
AVNK TBXS	OEOR
AVNK TBAG	IRKY
AVNK TBER	XDNI
AVNK TBDJ	SJEC
.....
AVNK AOKO	GUZI
AVNK AOIX	ETYH
AVNK AOSA	RBKM
AVNK AOGE	DAEF
AVNK AORD	JOXO
AVNK AOJE	ETOE
.....
AVNK TUEU	TZUW
AVNK TUTB	BRMI
AVNK TUAO	AYVA
AVNK TUTU	OIAV
AVNK TUZR	TCIM
AVNK TUYI	UQWU
.....
AVNK ZRUT	RHEO
AVNK ZRBA	YMOX
AVNK ZROT	IFFE
AVNK ZRUZ	COMK
AVNK ZRRY	QEHY
AVNK ZRIC	ILIZ

GROUP 9: AVOI

Spell	Magic Word
AVOI RYRY	IXOA
AVOI RYIC	AEAG
AVOI RYQI	VKBE
AVOI RYHM	MYTR
AVOI RYFO	UZUD
AVOI RYEL	LAEJ
.....
AVOI ICYI	XNDU
AVOI ICCQ	EKRT
AVOI ICIH	KOEB
AVOI ICMF	YIGA
AVOI ICOE	ZXAO
AVOI ICEN	ASST
.....
AVOI QINK	NGIZ
AVOI QIOI	KEOR
AVOI QIXS	ORKY
AVOI QIAG	IDNI
AVOI QIER	XJEC
AVOI QIDJ	SEAQ
.....
AVOI HMKO	GTYH
AVOI HMIK	EBKM
AVOI HMSA	RAEF
AVOI HMGE	DOXO
AVOI HMRD	JTOE
AVOI HMJE	EULL
.....
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AVOI FOTB	BYVA
AVOI FOAO	AIAV
AVOI FOTU	OCIM
AVOI FOZR	TQWU
AVOI FOYI	UILL
.....
AVOI ELUT	RMOX
AVOI ELBA	YFFE
AVOI ELDT	IOMK
AVOI ELUZ	CEHY
AVOI ELRY	QLIZ
AVOI ELIC	IWQA

Magic Word List

GROUP 10: AVXS

Spell	Magic Word
AVXS YIRY	IEAG
AVXS YIIC	AKBE
AVXS YIQI	VYTR
AVXS YIHM	MZUD
AVXS YIFO	UAEJ
AVXS YIEL	LEJE
.....
AVXS CQYI	XKRT
AVXS CQCQ	EOEB
AVXS CQIH	KIGA
AVXS CQMF	YXAO
AVXS CQOE	ZSST
AVXS CQEN	AA XU
.....
AVXS IHNK	NEOR
AVXS IHOI	KRKY
AVXS IHXS	ODNI
AVXS IHAG	IJEC
AVXS IHER	XEAQ
AVXS IHDJ	SUZI
.....
AVXS MFKO	GBKM
AVXS MFIX	EAEF
AVXS MFSA	ROXO
AVXS MFGE	DTOE
AVXS MFRD	JULL
AVXS MFJE	EZUW
.....
AVXS OEEU	TYVA
AVXS OETB	BIAV
AVXS OEAO	ACIM
AVXS OETU	OQWU
AVXS OEZR	TILL
AVXS OEYI	UHEO
.....
AVXS ENUT	RFFE
AVXS ENBA	YOMK
AVXS ENOT	IEHY
AVXS ENUZ	CLIZ
AVXS ENRY	QWQA
AVXS ENIC	IICE

GROUP 11: AVAG

Spell	Magic Word
AVAG NKRY	IKBE
AVAG NKIC	AYTR
AVAG NKQI	VZUD
AVAG NKHM	MAEJ
AVAG NKFO	UEJE
AVAG NKEL	LNDU
.....
AVAG OIYI	XOEB
AVAG OICQ	EIGA
AVAG OIIH	KXAO
AVAG OIMF	YSST
AVAG OIOE	ZAXU
AVAG OIEN	AGIZ
.....
AVAG XSNK	NRKY
AVAG XSOI	KDNI
AVAG XSXS	OJEC
AVAG XSAG	IEAQ
AVAG XSER	XUZI
AVAG XSDJ	STYH
.....
AVAG AGKO	GAEF
AVAG AGIX	EOXO
AVAG AGSA	RTOE
AVAG AGGE	DULL
AVAG AGRD	JZUW
AVAG AGJE	ERMI
.....
AVAG EREU	TIAV
AVAG ERTB	BCIM
AVAG ERAO	AQWU
AVAG ERTU	OILL
AVAG ERZR	THEO
AVAG ERYI	UMOX
.....
AVAG DJUT	ROMK
AVAG DJBA	YEHY
AVAG DJOT	ILIZ
AVAG DJUZ	CWQA
AVAG DJRY	QICE
AVAG DJIC	IAIN

GROUP 12: AVER

Spell	Magic Word
AVER KORY	IYTR
AVER KOIC	AZUD
AVER KOQI	VAEJ
AVER KOHM	MEJE
AVER KOFO	UNDU
AVER KOEL	LKRT
.....
AVER IXYI	XIGA
AVER IXCQ	EXAO
AVER IXIH	KSST
AVER IXMF	YAXU
AVER IXOE	ZGIZ
AVER IXEN	AEOR
.....
AVER SANK	NDNI
AVER SAOI	KJEC
AVER SAXS	OEAQ
AVER SAAG	IUZI
AVER SAER	XTYH
AVER SADJ	SBKM
.....
AVER GEKO	GEXO
AVER GEIX	ETOE
AVER GESA	RULL
AVER GEGE	DZUW
AVER GERD	JRMI
AVER GEJE	EYVA
.....
AVER RDEU	TCIM
AVER RDTB	BQWU
AVER RDAO	AILL
AVER RDTU	OHEO
AVER RDZR	TMOX
AVER RDYI	UFFE
.....
AVER JEUT	REHY
AVER JEBA	YLIZ
AVER JEOT	IWQA
AVER JEUZ	CICE
AVER JERY	QAIN
AVER JEIC	IVYK

Magic Word List

GROUP 13: MURD

Spell	Magic Word
MURD RDRY	ALTS
MURD RDIC	VOOA
MURD RDQI	MXAG
MURD RDHM	UEBE
MURD RDFO	LKTR
MURD RDEL	OYUD
.....	
MURD JEYI	EAJE
MURD JECQ	KEDU
MURD JEIH	YNRT
MURD JEMF	ZKEB
MURD JEOE	AOGA
MURD JEEN	EIAO
.....	
MURD UTNK	KSXU
MURD UTOI	OAIZ
MURD UTXS	IGOR
MURD UTAG	XEKY
MURD UTER	SRNI
MURD UTDJ	ADEC
.....	
MURD BAKO	EEZI
MURD BAIX	RUYH
MURD BASA	DTKM
MURD BAGE	JBEF
MURD BARD	EAXO
MURD BAJE	UOOE
.....	
MURD OTEU	BUUW
MURD OTTB	AZMI
MURD OTAO	ORVA
MURD OTTU	TYAV
MURD OTZR	UIIM
MURD OTYI	ZCWU
.....	
MURD UZUT	YIEO
MURD UZBA	IHOX
MURD UZOT	CMFE
MURD UZUZ	QFMK
MURD UZRY	IOHY
MURD UZIC	HEIZ

GROUP 14: MUJE

Spell	Magic Word
MUJE DJRY	AOOA
MUJE DJIC	VXAG
MUJE DJQI	MEBE
MUJE DJHM	UKTR
MUJE DJFO	LYUD
MUJE DJEL	OZEJ
.....	
MUJE EUYI	EEDU
MUJE EUCQ	KNRT
MUJE EUIH	YKEB
MUJE EUMF	ZOGA
MUJE EUOE	AIAO
MUJE EUEN	EXST
.....	
MUJE TBNK	KAIZ
MUJE TBOI	OGOR
MUJE TBXS	IEKY
MUJE TBAG	XRNI
MUJE TBER	SDEC
MUJE TBDJ	AJAQ
.....	
MUJE AOKO	EUYH
MUJE AOIX	RTKM
MUJE AOSA	DBEF
MUJE AOGE	JAXO
MUJE AORD	EOOE
MUJE AOJE	UTLL
.....	
MUJE TUEU	BZMI
MUJE TUTB	ARVA
MUJE TUAO	OYAV
MUJE TUTU	TIIM
MUJE TUZR	UCWU
MUJE TUYI	ZQLL
.....	
MUJE ZRUT	YHOX
MUJE ZRBA	IMFE
MUJE ZROT	CFMK
MUJE ZRUZ	QOHY
MUJE ZRRY	IEIZ
MUJE ZRIC	HLQA

GROUP 15: MUUT

Spell	Magic Word
MUUT RYRY	AXAG
MUUT RYIC	VEBE
MUUT RYQI	MKTR
MUUT RYHM	UYUD
MUUT RYFO	LZEJ
MUUT RYEL	OAJE
.....	
MUUT ICYI	ENRT
MUUT ICCQ	KKEB
MUUT ICIH	YOGA
MUUT ICMF	ZIAO
MUUT ICOE	AXST
MUUT ICEN	ESXU
.....	
MUUT QINK	KGOR
MUUT QIOI	OEKY
MUUT QIXS	IRNI
MUUT QIAG	XDEC
MUUT QIER	SJAQ
MUUT QIDJ	AEZI
.....	
MUUT HMKO	ETKM
MUUT HMIK	RBEF
MUUT HMSA	DAXO
MUUT HMGE	JOOE
MUUT HMRD	ETLL
MUUT HMJE	UUUW
.....	
MUUT FOEU	BRVA
MUUT FOTB	AYAV
MUUT FOAO	OIIM
MUUT FOTU	TCWU
MUUT FOZR	UQLL
MUUT FOYI	ZIEO
.....	
MUUT ELUT	YMFE
MUUT ELBA	IFMK
MUUT ELOT	COHY
MUUT ELUZ	QEIZ
MUUT ELRY	ILQA
MUUT ELIC	HWCE

Magic Word List

GROUP 16: MUBA

Spell	Magic Word
MUBA YIRY	AEBE
MUBA YIIC	VKTR
MUBA YIQI	MYUD
MUBA YIHM	UZEJ
MUBA YIFO	LAJE
MUBA YIEL	OEDU
.....
MUBA CQYI	EKEB
MUBA CQCQ	KOGA
MUBA CQIH	YIAO
MUBA CQMF	ZXST
MUBA CQOE	ASXU
MUBA CQEN	EAIZ
.....
MUBA IHNK	KEYY
MUBA IHOI	ORNI
MUBA IHXS	IDEC
MUBA IHAG	XJAQ
MUBA IHER	SEZI
MUBA IHDJ	AUYH
.....
MUBA MFKO	EBEF
MUBA MFIX	RAXO
MUBA MFSA	DOOE
MUBA MFGE	JTLL
MUBA MFRD	EUUW
MUBA MFJE	UZMI
.....
MUBA OEEU	BYAV
MUBA OETB	AIIM
MUBA OEAO	OCWU
MUBA OETU	TQLL
MUBA OEZR	UIEO
MUBA OEYI	ZHOX
.....
MUBA ENUT	YFMK
MUBA ENBA	IOHY
MUBA ENOT	CEIZ
MUBA ENUZ	QLQA
MUBA ENRY	IWCE
MUBA ENIC	HIIN

GROUP 17: MUOT

Spell	Magic Word
MUOT NKRY	AKTR
MUOT NKIC	VYUD
MUOT NKQI	MZEJ
MUOT NKHM	UAJE
MUOT NKFO	LEDU
MUOT NKEL	ONRT
.....
MUOT OIYI	EOGA
MUOT OICQ	KIAO
MUOT OIIH	YXST
MUOT OIMF	ZSXU
MUOT OIOE	AAIZ
MUOT OIEN	EGOR
.....
MUOT XSNK	KRNI
MUOT XSOI	ODEC
MUOT XSXS	IJAQ
MUOT XSAG	XEZI
MUOT XSER	SUYH
MUOT XSDJ	ATKM
.....
MUOT AGKO	EAXO
MUOT AGIX	ROOE
MUOT AGSA	DTLL
MUOT AGGE	JUWU
MUOT AGRD	EZMI
MUOT AGJE	URVA
.....
MUOT EREU	BIIM
MUOT ERTB	ACWU
MUOT ERAO	OQLL
MUOT ERTU	TIEO
MUOT ERZR	UHOX
MUOT ERYI	ZMFE
.....
MUOT DJUT	YOHY
MUOT DJBA	IEIZ
MUOT DJOT	CLQA
MUOT DJUZ	QWCE
MUOT DJRY	IIIN
MUOT DJIC	HAYK

GROUP 18: MUUZ

Spell	Magic Word
MUUZ KORY	AYUD
MUUZ KOIC	VZEJ
MUUZ KOQI	MAJE
MUUZ KOHM	UEDU
MUUZ KOFO	LNRT
MUUZ KOEL	OKEB
.....
MUUZ IXYI	EIAO
MUUZ IXCQ	KXST
MUUZ IXIH	YSXU
MUUZ IXMF	ZAIZ
MUUZ IXOE	AGOR
MUUZ IXEN	EEKY
.....
MUUZ SANK	KDEC
MUUZ SAOI	OJAQ
MUUZ SAXS	IEZI
MUUZ SAAG	XUYH
MUUZ SAER	STKM
MUUZ SADJ	ABEF
.....
MUUZ GEKO	EOOE
MUUZ GEIX	RTLL
MUUZ GESA	DUUW
MUUZ GEGE	JZMI
MUUZ GERD	ERVA
MUUZ GEJE	UYAV
.....
MUUZ RDEU	BCWU
MUUZ RDTB	AQLL
MUUZ RDAO	OIEO
MUUZ RDTU	THOX
MUUZ RDZR	UMFE
MUUZ RDYI	ZFMK
.....
MUUZ JEUT	YEIZ
MUUZ JEBA	ILQA
MUUZ JEOT	CWCE
MUUZ JEUZ	QIIN
MUUZ JERY	IAYK
MUUZ JEIC	HVRO

Magic Word List

GROUP 19: LODJ

Spell	Magic Word
LODJ RDRY	VLOA
LODJ RDIC	MOAG
LODJ RDQI	UXBE
LODJ RDHM	LETR
LODJ RDFO	OKUD
LODJ RDEL	XYEJ
.....	
LODJ JEYI	KADU
LODJ JECQ	YERT
LODJ JEIH	ZNEB
LODJ JEMF	AKGA
LODJ JEOE	EOAO
LODJ JEEN	NIST
.....	
LODJ UTNK	OSIZ
LODJ UTOI	IAOR
LODJ UTXS	XGKY
LODJ UTAG	SENI
LODJ UTER	AREC
LODJ UTDJ	GDAQ
.....	
LODJ BAKO	REYH
LODJ BAIX	DUKM
LODJ BASA	JTEF
LODJ BAGE	EBXO
LODJ BARD	UAOE
LODJ BAJE	TOLL
.....	
LODJ OTEU	AUMI
LODJ OTTB	OZVA
LODJ OTAO	TRAV
LODJ OTTU	UYIM
LODJ OTZR	ZIWU
LODJ OTYI	RCLL
.....	
LODJ UZUT	IIOX
LODJ UZBA	CHFE
LODJ UZOT	QMMK
LODJ UZUZ	IFHY
LODJ UZRY	HOIZ
LODJ UZIC	MEQA

GROUP 20: LOEU

Spell	Magic Word
LOEU DJRY	VOAG
LOEU DJIC	MXBE
LOEU DJQI	UETR
LOEU DJHM	LKUD
LOEU DJFO	OYEJ
LOEU DJEL	XZJE
.....	
LOEU EUYI	KERT
LOEU EUCQ	YNEB
LOEU EUIH	ZKGA
LOEU EUMF	AOAO
LOEU EUOE	EIST
LOEU EUEN	NXXU
.....	
LOEU TBNK	OAOR
LOEU TBOI	IGKY
LOEU TBXS	XENI
LOEU TBAG	SREC
LOEU TBER	ADAQ
LOEU TBDJ	GJZI
.....	
LOEU AOKO	RUKM
LOEU AOIX	DTEF
LOEU AOSA	JBXO
LOEU AOGE	EAOE
LOEU AORD	UOLL
LOEU AOJE	TTUW
.....	
LOEU TUEU	AZVA
LOEU TUTB	ORAV
LOEU TUAO	TYIM
LOEU TUTU	UIWU
LOEU TUZR	ZCLL
LOEU TUYI	RQEO
.....	
LOEU ZRUT	IHFE
LOEU ZRBA	CMMK
LOEU ZROT	QFHY
LOEU ZRUZ	IOIZ
LOEU ZRRY	HEQA
LOEU ZRIC	MLCE

GROUP 21: LOTB

Spell	Magic Word
LOTB RYRY	VXBE
LOTB RYIC	METR
LOTB RYQI	UKUD
LOTB RYHM	LYEJ
LOTB RYFO	OZJE
LOTB RYEL	XADU
.....	
LOTB ICYI	KNEB
LOTB ICCQ	YKGA
LOTB ICIH	ZOAO
LOTB ICMF	AIST
LOTB ICOE	EXXU
LOTB ICEN	NSIZ
.....	
LOTB QINK	OGKY
LOTB QIOI	IENI
LOTB QIXS	XREC
LOTB QIAG	SDAQ
LOTB QIER	AJZI
LOTB QIDJ	GEYH
.....	
LOTB HMKO	RTEF
LOTB HMIK	DBXO
LOTB HMSA	JAOE
LOTB HMGE	EOLL
LOTB HMRD	UTUW
LOTB HMJE	TUMI
.....	
LOTB FOEU	ARAV
LOTB FOTB	OYIM
LOTB FOAO	TIWU
LOTB FOTU	UCLL
LOTB FOZR	ZQEO
LOTB FOYI	RIOX
.....	
LOTB ELUT	IMMK
LOTB ELBA	CFHY
LOTB ELDT	QOIZ
LOTB ELUZ	IEQA
LOTB ELRY	HLCE
LOTB ELIC	MWIN

Magic Word List

GROUP 22: LOAO

Spell	Magic Word
LOAO YIRY	VETR
LOAO YIIC	MKUD
LOAO YIQI	UYEJ
LOAO YIHM	LZJE
LOAO YIFO	OADU
LOAO YIEL	XERT
.....	
LOAO CQYI	KKGA
LOAO CQCQ	YOAQ
LOAO CQIH	ZIST
LOAO CQMF	AXXU
LOAO CQOE	ESIZ
LOAO CQEN	NAOR
.....	
LOAO IHNK	OENI
LOAO IHOI	IREC
LOAO IHXS	XDAQ
LOAO IHAG	SJZI
LOAO IHER	AEYH
LOAO IHDJ	GUKM
.....	
LOAO MFKO	RBXO
LOAO MFIX	DAOE
LOAO MFSA	JOLL
LOAO MFGE	ETUW
LOAO MFRD	UUMI
LOAO MFJE	TZVA
.....	
LOAO OEEU	AYIM
LOAO OETB	OIWU
LOAO OEAO	TCLL
LOAO OETU	UQEO
LOAO OEZR	ZIOX
LOAO OEYI	RHFE
.....	
LOAO ENUT	IFHY
LOAO ENBA	COIZ
LOAO ENOT	QEQA
LOAO ENUZ	ILCE
LOAO ENRY	HWIN
LOAO ENIC	MIYK

GROUP 23: LOTU

Spell	Magic Word
LOTU NKRY	VKUD
LOTU NKIC	MYEJ
LOTU NKQI	UZJE
LOTU NKHM	LADU
LOTU NKFO	OERT
LOTU NKEL	XNEB
.....	
LOTU OIYI	KOAO
LOTU OICQ	YIST
LOTU OIIH	ZXXU
LOTU OIMF	ASIZ
LOTU OIOE	EAOR
LOTU OIEN	NGKY
.....	
LOTU XSNK	OREC
LOTU XSOI	IDAQ
LOTU XSXS	XJZI
LOTU XSAG	SEYH
LOTU XSER	AUKM
LOTU XSDJ	GTEF
.....	
LOTU AGKO	RAOE
LOTU AGIX	DOLL
LOTU AGSA	JTUW
LOTU AGGE	EUMI
LOTU AGRD	UZVA
LOTU AGJE	TRAV
.....	
LOTU EREU	AIWU
LOTU ERTB	OCLL
LOTU ERAO	TQEO
LOTU ERTU	UIOX
LOTU ERZR	ZHFE
LOTU ERYI	RMMK
.....	
LOTU DJUT	IOIZ
LOTU DJBA	CEQA
LOTU DJOT	QLCE
LOTU DJUZ	IWIN
LOTU DJRY	HIYK
LOTU DJIC	MARO

GROUP 24: LOZR

Spell	Magic Word
LOZR KORY	VYEJ
LOZR KOIC	MZJE
LOZR KOQI	UADU
LOZR KOHM	LERT
LOZR KOFO	ONEB
LOZR KOEL	XKGA
.....	
LOZR IXYI	KIST
LOZR IXCQ	YXXU
LOZR IXIH	ZSIZ
LOZR IXMF	AAOR
LOZR IXOE	EGKY
LOZR IXEN	NENI
.....	
LOZR SANK	ODAQ
LOZR SAOI	IJZI
LOZR SAXS	KEYH
LOZR SAAG	SUKM
LOZR SAER	ATEF
LOZR SADJ	GBXO
.....	
LOZR GEKO	ROLL
LOZR GEIX	DTUW
LOZR GESA	JUMI
LOZR GEGE	EZVA
LOZR GERD	URAV
LOZR GEJE	TYIM
.....	
LOZR RDEU	ACLL
LOZR RDTB	OQEO
LOZR RDAO	TIOX
LOZR RDTU	UHFE
LOZR RDZR	ZMMK
LOZR RDYI	RFHY
.....	
LOZR JEUT	IEQA
LOZR JEBA	CLCE
LOZR JEOT	QWIN
LOZR JEUZ	IIYK
LOZR JERY	HARO
LOZR JEIC	MVZI

Magic Word List

GROUP 25: XERY

Spell	Magic Word
XERY RDRY	MLAG
XERY RDIC	UOBE
XERY RDQI	LXTR
XERY RDHM	OEUD
XERY RDFO	XKEJ
XERY RDEL	EYJE
.....
XERY JEYI	YART
XERY JECQ	ZEEB
XERY JEIH	ANGA
XERY JEMF	EKAO
XERY JEOE	NOST
XERY JEEN	KIXU
.....
XERY UTNK	ISOR
XERY UTOI	XAKY
XERY UTXS	SGNI
XERY UTAG	AEEC
XERY UTER	GRAQ
XERY UTDJ	EDZI
.....
XERY BAKO	DEKM
XERY BAIX	JUEF
XERY BASA	ETXO
XERY BAGE	UBOE
XERY BARD	TALL
XERY BAJE	BOUW
.....
XERY OTEU	OUVA
XERY OTTB	TZAV
XERY OTAO	URIM
XERY OTTU	ZYWU
XERY OTZR	RILL
XERY OTYI	YCEO
.....
XERY UZUT	CIFE
XERY UZBA	QHMK
XERY UZOT	IMHY
XERY UZUZ	HFIZ
XERY UZRY	MOQA
XERY UZIC	FECE

GROUP 26: XEIC

Spell	Magic Word
XEIC DJRY	MOBE
XEIC DJIC	UXTR
XEIC DJQI	LEUD
XEIC DJHM	OKEJ
XEIC DJFO	XYJE
XEIC DJEL	EZDU
.....
XEIC EUYI	YEEB
XEIC EUCQ	ZNGA
XEIC EUIH	AKAO
XEIC EUMF	EOST
XEIC EUOE	NIXU
XEIC EUEN	KXIZ
.....
XEIC TBNK	IAKY
XEIC TBOI	XGNI
XEIC TBXS	SEEC
XEIC TBAG	ARAQ
XEIC TBER	GDZI
XEIC TBDJ	EJYH
.....
XEIC AOKO	DUEF
XEIC AOIX	JTXO
XEIC AOSA	EBOE
XEIC AOGE	UALL
XEIC AORD	TOUW
XEIC AOJE	BTMI
.....
XEIC TUEU	OZAV
XEIC TUTB	TRIM
XEIC TUAO	UYWU
XEIC TUTU	ZILL
XEIC TUZR	RCEO
XEIC TUYI	YQOX
.....
XEIC ZRUT	CHMK
XEIC ZRBA	QMHY
XEIC ZROT	IFIZ
XEIC ZRUZ	HOQA
XEIC ZRRY	MECE
XEIC ZRIC	FLIN

GROUP 27: XEQI

Spell	Magic Word
XEQI RYRY	MXTR
XEQI RYIC	UEUD
XEQI RYQI	LKEJ
XEQI RYHM	OYJE
XEQI RYFO	XZDU
XEQI RYEL	EART
.....
XEQI ICYI	YNGA
XEQI ICCQ	ZKAO
XEQI ICIH	AOST
XEQI ICMF	EIXU
XEQI ICOE	NXIZ
XEQI ICEN	KSOR
.....
XEQI QINK	IGNI
XEQI QIOI	KEEC
XEQI QIXS	SRAQ
XEQI QIAG	ADZI
XEQI QIER	GJYH
XEQI QIDJ	ECKM
.....
XEQI HMKO	DTXO
XEQI HMIK	JBOE
XEQI HMSA	EALL
XEQI HMGE	UOUW
XEQI HMRD	TTMI
XEQI HMJE	BUVA
.....
XEQI FOEU	ORIM
XEQI FOTB	TYWU
XEQI FOAO	UILL
XEQI FOTU	ZCEO
XEQI FOZR	RQOX
XEQI FOYI	YIFE
.....
XEQI ELUT	CMHY
XEQI ELBA	QFIZ
XEQI EL0T	IOQA
XEQI ELUZ	HECE
XEQI ELRY	MLIN
XEQI ELIC	FWYK

Magic Word List

GROUP 28: XEHM

Spell	Magic Word
XEHM YIRY	MEUD
XEHM YIIC	UKEJ
XEHM YIQI	LYJE
XEHM YIHM	OZDU
XEHM YIFO	XART
XEHM YIEL	EEEE
.....
XEHM CQYI	YKAO
XEHM CQCQ	ZOST
XEHM CQIH	AIXU
XEHM CQMF	EXIZ
XEHM CQOE	NSOR
XEHM CQEN	KAKY
.....
XEHM IHNK	IEEC
XEHM IHOI	XRAQ
XEHM IHXS	SDZI
XEHM IHAG	AJYH
XEHM IHER	GEKM
XEHM IHDJ	EUEF
.....
XEHM MFKO	DBOE
XEHM MFIX	JALL
XEHM MFSA	EOUW
XEHM MFGE	UTMI
XEHM MFRD	TUVA
XEHM MFJE	BZAV
.....
XEHM OEEU	OYWU
XEHM OETB	TILL
XEHM OEAO	UCEO
XEHM OETU	ZQOX
XEHM OEZR	RIFE
XEHM OEYI	YHMK
.....
XEHM ENUT	CFIZ
XEHM ENBA	QOQA
XEHM ENOT	IECE
XEHM ENUZ	HLIN
XEHM ENRY	MWYK
XEHM ENIC	FIRO

GROUP 29: KEFO

Spell	Magic Word
KEFO NKRY	MKEJ
KEFO NKIC	UYJE
KEFO NKQI	LZDU
KEFO NKHM	OART
KEFO NKFO	XEEB
KEFO NKEL	ENGA
.....
KEFO OIYI	YOST
KEFO OICQ	ZIXU
KEFO OIIH	AXIZ
KEFO OIMF	ESOR
KEFO OIOE	NAKY
KEFO OIEN	KGNI
.....
KEFO XSNK	IRAQ
KEFO XSOI	XDZI
KEFO XSXS	SJYH
KEFO XSAG	AEKM
KEFO XSER	GUEF
KEFO XSDJ	ETXO
.....
KEFO AGKO	DALL
KEFO AGIX	JOUW
KEFO AGSA	ETMI
KEFO AGGE	UUVA
KEFO AGRD	TZAV
KEFO AGJE	BRIM
.....
KEFO EREU	OILL
KEFO ERTB	TCEO
KEFO ERAO	UQOX
KEFO ERTU	ZIFE
KEFO ERZR	RHMK
KEFO ERYI	YMHY
.....
KEFO DJUT	COQA
KEFO DJBA	QECE
KEFO DJOT	ILIN
KEFO DJUZ	HWYK
KEFO DJRY	MIRO
KEFO DJIC	FAZI

GROUP 30: KEEL

Spell	Magic Word
KEEL KORY	MYJE
KEEL KOIC	UZDU
KEEL KOQI	LART
KEEL KOHM	OEEB
KEEL KOFO	XNGA
KEEL KOEL	EKAO
.....
KEEL IXYI	YIXU
KEEL IXCQ	ZXIZ
KEEL IXIH	ASOR
KEEL IXMF	EAKY
KEEL IXOE	NGNI
KEEL IXEN	KEEC
.....
KEEL SANK	IDZI
KEEL SAOI	XJYH
KEEL SAXS	SEKM
KEEL SAAG	AUEF
KEEL SAER	GT XO
KEEL SADJ	EBOE
.....
KEEL GEKO	DOUW
KEEL GEIX	JTMI
KEEL GESA	EUVA
KEEL GEGE	UZAV
KEEL GERD	TRIM
KEEL GEJE	BYWU
.....
KEEL RDEU	OCEO
KEEL RDTB	TQOX
KEEL RDAO	UIFE
KEEL RDTU	ZHMK
KEEL RDZR	RMHY
KEEL RDYI	YFIZ
.....
KEEL JEUT	CECE
KEEL JEBA	QLIN
KEEL JEOT	IWYK
KEEL JEUZ	HIRO
KEEL JERY	MAZI
KEEL JEIC	FVUX

Magic Word List

GROUP 31: KYII

Spell	Magic Word
KYII RDRY	ULBE
KYII RDIC	LOTR
KYII RDQI	OXUD
KYII RDHM	XEEJ
KYII RDFO	EKJE
KYII RDEL	KYDU
.....	
KYII JEYI	ZAEB
KYII JECQ	AEGA
KYII JEIH	ENAO
KYII JEMF	NKST
KYII JEOE	KOXU
KYII JEEN	OIIZ
.....	
KYII UTNK	XSKY
KYII UTOI	SANI
KYII UTXS	AGEC
KYII UTAG	GEAQ
KYII UTER	ERZI
KYII UTDJ	RDYH
.....	
KYII BAKO	JEEF
KYII BAIX	EUXO
KYII BASA	UTOE
KYII BAGE	TBLL
KYII BARD	BAUW
KYII BAJE	AOMI
.....	
KYII OTEU	TUAV
KYII OTTB	UZIM
KYII OTAO	ZRWU
KYII OTTU	RYLL
KYII OTZR	YIEO
KYII OTYI	ICOX
.....	
KYII UZUT	QIMK
KYII UZBA	IHHY
KYII UZOT	HMIZ
KYII UZUZ	MFQA
KYII UZRY	FOCE
KYII UZIC	OEIN

GROUP 32: KYCQ

Spell	Magic Word
KYCQ DJRY	UOTR
KYCQ DJIC	LXUD
KYCQ DJQI	OEEJ
KYCQ DJHM	XKJE
KYCQ DJFO	EYDU
KYCQ DJEL	KZRT
.....	
KYCQ EUYI	ZEGA
KYCQ EUCQ	ANAO
KYCQ EUIH	EKST
KYCQ EUMF	NOXU
KYCQ EUOE	KIIZ
KYCQ EUEN	OXOR
.....	
KYCQ TBNK	XANI
KYCQ TBOI	SGEC
KYCQ TBXS	AEAQ
KYCQ TBAG	GRZI
KYCQ TBER	EDYH
KYCQ TBDJ	RJKM
.....	
KYCQ AOKO	JUXO
KYCQ AOIX	ETOE
KYCQ AOSA	UBLL
KYCQ AOGE	TAUW
KYCQ AORD	BOMI
KYCQ AOJE	ATVA
.....	
KYCQ TUEU	TZIM
KYCQ TUTB	URWU
KYCQ TUAO	ZYLL
KYCQ TUTU	RIEO
KYCQ TUZR	YCOX
KYCQ TUYI	IQFE
.....	
KYCQ ZRUT	QHXY
KYCQ ZRBA	IMIZ
KYCQ ZROT	HFQA
KYCQ ZRUZ	MOCE
KYCQ ZRRY	FEIN
KYCQ ZRIC	OLYK

GROUP 33: KYIH

Spell	Magic Word
KYIH RYRY	UXUD
KYIH RYIC	LEEJ
KYIH RYQI	OKJE
KYIH RYHM	XYDU
KYIH RYFO	EZRT
KYIH RYEL	KAEB
.....	
KYIH ICYI	ZNAO
KYIH ICCQ	AKST
KYIH ICIH	EOXU
KYIH ICMF	NIIZ
KYIH ICOE	KXOR
KYIH ICEN	OSKY
.....	
KYIH QINK	XGEC
KYIH QIOI	SEAQ
KYIH QIXS	ARZI
KYIH QIAG	GDYH
KYIH QIER	EJKM
KYIH QIDJ	REEF
.....	
KYIH HMKO	JTOE
KYIH HMIK	EBLL
KYIH HMSA	UAUW
KYIH HMGE	TOMI
KYIH HMRD	BTVA
KYIH HMJE	AUAV
.....	
KYIH FOEU	TRWU
KYIH FOTB	UYLL
KYIH FOAO	ZIEO
KYIH FOTU	RCOX
KYIH FOZR	YQFE
KYIH FOYI	IIMK
.....	
KYIH ELUT	QMIZ
KYIH ELBA	IFQA
KYIH ELOT	HOCE
KYIH ELUZ	MEIN
KYIH ELRY	FLYK
KYIH ELIC	OWRO

Magic Word List

GROUP 34: KYMF

Spell	Magic Word
KYMF YIRY	UEEJ
KYMF YIIC	LKJE
KYMF YIQI	OYDU
KYMF YIHM	XZRT
KYMF YIFO	EAEB
KYMF YIEL	KEGA
.....
KYMF CQYI	ZKST
KYMF CQCQ	AOXU
KYMF CQIH	EIIZ
KYMF CQMF	NXOR
KYMF CQOE	KSKY
KYMF CQEN	OANI
.....
KYMF IHNK	XEAQ
KYMF IHOI	SRZI
KYMF IHXS	ADYH
KYMF IHAG	GJKM
KYMF IHER	EEEF
KYMF IHDJ	RUXO
.....
KYMF MFKO	JBLL
KYMF MFIX	EAUW
KYMF MFSA	UOMI
KYMF MFGE	TTVA
KYMF MFRD	BUAV
KYMF MFJE	AZIM
.....
KYMF OEEU	TYLL
KYMF OETB	UIEO
KYMF OEAO	ZCOX
KYMF OETU	RQFE
KYMF OEZR	YIMK
KYMF OEYI	IHHY
.....
KYMF ENUT	QFQA
KYMF ENBA	IOCE
KYMF ENOT	HEIN
KYMF ENUZ	MLYK
KYMF ENRY	FWRO
KYMF ENIC	OIZI

GROUP 35: KYOE

Spell	Magic Word
KYOE NKRY	UKJE
KYOE NKIC	LYDU
KYOE NKQI	OZRT
KYOE NKHM	XAEB
KYOE NKFO	EEGA
KYOE NKEL	KNAO
.....
KYOE OIYI	ZOXU
KYOE OICQ	AIIZ
KYOE OIIH	EXOR
KYOE OIMF	NSKY
KYOE OIOE	KANI
KYOE OIEN	OGEC
.....
KYOE XSNK	XRZI
KYOE XSOI	SDYH
KYOE XSXS	AJKM
KYOE XSAG	GEEF
KYOE XSER	EUXO
KYOE XSDJ	RTOE
.....
KYOE AGKO	JAUW
KYOE AGIX	EOMI
KYOE AGSA	UTVA
KYOE AGGE	TUAV
KYOE AGRD	BZIM
KYOE AGJE	ARWU
.....
KYOE EREU	TIEO
KYOE ERTB	UCOX
KYOE ERAO	ZQFE
KYOE ERTU	RIMK
KYOE ERZR	YHHY
KYOE ERYI	IMIZ
.....
KYOE DJUT	QOCE
KYOE DJBA	IEIN
KYOE DJOT	HLYK
KYOE DJUZ	MWRO
KYOE DJRY	FIZI
KYOE DJIC	OAUX

GROUP 36: KYEN

Spell	Magic Word
KYEN KORY	UYDU
KYEN KOIC	LZRT
KYEN KOQI	OAEB
KYEN KOHM	XEGA
KYEN KOFO	ENAO
KYEN KOEL	KKST
.....
KYEN IXYI	ZIIZ
KYEN IXCQ	AXOR
KYEN IXIH	ESKY
KYEN IXMF	NANI
KYEN IXOE	KGEC
KYEN IXEN	OEAQ
.....
KYEN SANK	XDYH
KYEN SAOI	SJKM
KYEN SAXS	AEEF
KYEN SAAG	GUXO
KYEN SAER	ETOE
KYEN SADI	RBLI
.....
KYEN GEKO	JOMI
KYEN GEIX	ETVA
KYEN GESA	UUAV
KYEN GEGE	TZIM
KYEN GERD	BRWU
KYEN GEJE	AYLL
.....
KYEN RDEU	TCOX
KYEN RDTB	UQFE
KYEN RDAO	ZIMK
KYEN RDTU	RHHY
KYEN RDZR	YMIZ
KYEN RDIY	IFQA
.....
KYEN JEUT	QEIN
KYEN JEBA	ILYK
KYEN JEOT	HWRO
KYEN JEUZ	MIZI
KYEN JERY	FAUX
KYEN JEIC	OVTI

Tavern Chronicle

The tavern's dark interior cannot hide the poor condition into which it has fallen, but the few travelers staying here pretend not to notice . . .

The front door opens and a tall, thin man of indeterminable age steps in, glancing at the new faces in the room (especially at the table where you and several others now sit). You do not know that this stranger is well-known here, that he comes to the Inn each night in a quest for those who may be capable of saving the world. Of all this you are blissfully unaware and give the stranger no more than a casual glance when he approaches your table.

He asks permission to join your group while motioning for the Innkeeper to bring a jug of wine. No one denies him a seat, especially since he is providing refreshments, so he sits at the head of the table, carefully scrutinizing each face present.

"Welcome, travelers, to our beautiful country of Llylgamyn," he begins, pointedly ignoring the smirks and rib prodding among some of those at the table. You wait in silence to see what he is really after.

"I see you are all new here," he continues, "and so have no idea how much the land, the people, and the very air we breath have changed for the worse. If you will allow me, I will entertain you this evening with a tale of adventure, magic and bravery." The jug of wine has arrived, so no one begrudges the man his harmless pleasure.

"Years ago," the tale begins, "there was a hardy band of adventurers, much like those sitting here today. They began a quest to recover the magical Orb of Llylgamyn from the awful dragon L'Kbreth. The Orb was needed for the health and prosperity of our land in ways we did not comprehend. Without it, quakes, plagues and pestilence pervaded the land. Fortunately the adventurers were victorious and returned to us the Orb. There was great rejoicing. Once again, peace and prosperity reigned."

"As time passed, though, these terrible events returned. The people were confused and afraid. Was not the magical Orb in our land, safeguarded by the mystical group we call the Brotherhood? The people turned to the High Council of Sages to find the answers to their questions."

"An emergency Council meeting was held. The Sages spent weeks behind closed doors using all of their knowledge and magical powers to find the solution to this new danger threatening Llylgamyn. When they finally emerged, pale and haggard, they had terrible news."

Tavern Chronicle

Everyone at the table sits silently, completely enthralled by the stranger's tale. He pauses, looking each in the eye before continuing. "'The very fabric of reality itself is unraveling into chaos,' the Sages warned. 'An unnatural, magical vortex, the cause of all these disasters, has formed deep within the caves below the Brotherhood's Temple. The balance of the Four Elemental Forces was undone and the nexus of that rift lies in the Heart of the Maelstrom. It will grow and engulf not only our city and our country, but our entire world may be swallowed. Soon, our world, as we know it, will no longer exist.'"

"The Sages had only one recourse in this time of terrible danger, the Gatekeeper, an Arch-Mage whose responsibility it is to watch and preserve the balance between the planes of magic and the natural world. This individual, once human and now much more, might help, if he will listen to mortals at all."

"The Sages were confident their call would be answered, so grave was the danger. However, to their utter horror, they learned that the Gatekeeper himself was held prisoner in the heart of the very vortex they wished him to destroy! Terrified, the Sages turned to the Brotherhood, whose knowledge of the mystical and magical exceeded their own. Here, a tale of evil and treachery was scryed by Brother Drew, High Prophet of the Brotherhood."

"They learned of a renegade Brother, named Sorn, whose wish it is to end all order in the universe. She had discovered a means to create an ever-growing rift in reality, the vortex that now threatens our land. From this will come a new universe where chaos will reign and our world will no longer exist. It was she who trapped the Gatekeeper and made him prisoner. She must be stopped, lest we all perish with the very world in which we live."

The stranger falls into a deep silence, leaving his listeners to think about the tale he has just unfolded.

"Is this merely a tale, or is it the truth?" you dare to ask, fearing the answer.

The stranger smiles wryly, then softly answers, "I am Fontizan, one of the Twelve Sages of the Council, who tells you this." The room darkens momentarily, and the stranger disappears.

Before anyone has time to react, a dark figure unwraps itself from a large cloak in the far corner of the room. You instinctively reach for your weapon, not sure what more to expect in the strange and awful land.

"Do not be afraid," the figure tells you in a voice you can place as neither male nor female. "I am called Yeldarb, the highest of the High Sages of Llylgamyn."

Tavern Chronicle

Though you strain your eyes, you cannot make out more than a vague shape in the dark corner. You feel a brief prickle of fear, but you do not allow it to show.

“We need brave adventurers willing to descend into the deepest levels of the Temple of the Brotherhood. There you will face many dangers and your courage, strength, powers and intellect will be sorely tested. You must find the Gatekeeper and free him from the ever-growing vortex. However, first you must defeat the evil Sorn, a mighty magician in her own right. Unless this is done, all we know and love will be forever destroyed.”

“To begin this dangerous journey, if you have the courage to do so, seek out G’bli Gedook, the High Priest of the Brotherhood, who presently guards the secrets of the magical Orb of Llylgamyn. He can be found in the upper level of the Temple Maze just outside our city. He will tell you what he knows, but you should question him carefully to get all the information you require. Please, do seek his advice, only there can your adventure truly begin.

“You must descend into the depths of the Temple, facing whatever dangers the Sorn can conjure to stand in your way. Defeating these hazards, you will make your way to the vortex where the Arch-Mage is being held prisoner. Free him and you will free the land from its doom.”

“Our wishes and prayers are with you. Go now and search for G’bli Gedook, the Gatekeeper and inevitably, the evil Sorn. May La-La be with you.” So saying, Yeldarb disappears, leaving you to decide your course of action. Do you have the courage to challenge the Heart of the Maelstrom?

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The Wizardry program is truly magical. It allows your computer to open a portal into a world far removed from today's high-tech living. There, brave warriors do battle with evil wizards and fearsome monsters for riches beyond compare. It is a place where careful planning and strategy are more important than mere reflexes. You will be able to create and captain a party of valiant adventurers about whose expeditions the troubadours will sing epics for years hence.

Heart of the Maelstrom is the fifth scenario in the Wizardry series, and carries on the exalted tradition set forth by its predecessors: Proving Grounds of the Mad Overlord, Knight of Diamonds, Legacy of Llylgamyn and The Return of Werdna. The characters and skills that you develop within *Heart of the Maelstrom* carry forward and backward into other scenarios, so hone your talents well as many more adventures await you! With each scenario, you enrich your Wizardry experience and challenge your leadership skills. The Wizardry series are not just games to play and put away; they illustrate fantasy role-playing at its finest with years of campaigning ahead for you. Journey now to *Heart of the Maelstrom* and let your imagination flow through the screen into a world of magic and adventure.





NOTICE

Wizardry 5 is the last scenario that used the old Wizardry operating system. It is not hard drive installable. And, because it is an older product, we don't plan to update it. However, taking your suggestions, Wizardry 6 and Wizardry 7 are hard drive installable.

Multiple Diskettes

Some computers use disk drives that do not have the capacity to hold the entire Wizardry program. To run Wizardry on these computers, we have split the program onto multiple diskettes.

Occasionally, when you are playing, the program will require information not on the diskette being used. When this happens, a window will pop up, and you will be asked to insert another diskette. Each diskette is identified by a code letter; the first diskette is Scenario Diskette "A", and so on. So you might be asked to INSERT Scenario Diskette "B", for example. Remove the diskette, replace it with one required, then press [RETURN]. If you insert the wrong diskette, the error will be detected, and you will again be asked for the correct diskette. If you have two or more disk drives, each disk drive will be checked for the new diskette.

User Interface

As you play Wizardry, you'll come across many menus which require different input to get the job done. Often, you'll find only one key is needed.

However, sometimes you must press more than one key. Talking to interactive characters, solving riddles, entering spells and typing a character's name are just a few examples. If you need to press more than one key, Wizardry will tell you to press [RETURN] when you are finished, or will simply continue by itself. On some computers RETURN is called ENTER.

If you are asked to confirm a choice, the program will ask you something like "DO YOU WANT TO DO THIS (Y / N) ?". In these cases, select the option you want and press the appropriate key. If the question or a menu contains a "#," the program expects a number key (1, 2, 3, etc.) as the answer.

Finally, in some menus you will see a graphic symbol that looks like a left pointing arrow instead of the "(" after the first letter of one of the options. The option with this character is the default option, which you can select by pressing [RETURN].





Let's begin. Find the diskette labeled "A" (it's in the upper right-hand corner) and put it into your disk drive. Now turn your computer on. The Wizardry title screen will appear with the following options:

S)TART THE GAME M)AKE A SCENARIO

In almost all cases, when Wizardry asks you what you want to do, the program will display a menu of options like those you see on your screen. To select an option, simply press its first letter. Remember, Wizardry will always place a ")" after the first letter of an option to remind you that it's all you need to select.

Press [M] now to make a scenario diskette. Since a master diskette is write-protected (not notched), you will need to make a duplicate scenario of the master diskette to play *Heart of the Maelstrom*. Duplicate scenarios are nothing more than copies of master diskettes provided in your Wizardry package. You may use this option or any standard copy program to make your duplicate scenario.

On the screen, Wizardry is now giving you a short tutorial in the fine art of scenario making. Once you've read this (go ahead... I'll wait) you will be asked how many disk drives you have. Press [1] or [2]. If you have two disk drives, the copying can be done without swapping diskettes in and out of the disk drive.

Next, you will see a series of instructions asking you to place your diskettes in the disk drives. Follow the directions carefully. When asked to insert a MASTER DISK, the program wants to see one of the diskettes supplied in your package. If you are asked for a BLANK DISK, you should insert a diskette you have supplied. The program will check to make sure that you inserted what it wanted. If you made a mistake, it will inform you and repeat its request.

You don't need to format the blank diskettes. If the blank diskette you supplied has data on it, you will be asked if you really want to use it. If you do, all the information that is on the diskette will be erased. If there is a problem and the copying cannot be completed, you will be informed. Try again with a new blank diskette.

If your package contains more than one Master Diskette, you should make a copy of each diskette using the MAKE SCENARIO option. Note that each Master Diskette's label has an "A", "B", "C", etc. printed in the corner. When you label your Scenario Diskettes, include that letter on the label so you can tell them apart. After you have made copies of your Master Diskettes, put them away in a safe place.

Using the
Wizardry
Program

Making a
Scenario
Diskette



**Are you
with me?**

Up to this point, you have made your duplicate scenarios, learned some Wizardry basics and should have returned to the Wizardry title page. If you haven't made your duplicate scenarios, press [M] to do so. We're on our way into the Heart of the Maelstrom.

**Starting
the Game**

Are you still looking at the Wizardry title screen? As long as you are... go ahead... do it. Press [S] to start the game! If you're not, turn off your computer, place duplicate scenario diskette "A" in drive "A" and turn your computer on.

Depending on your version, you may be asked to insert other disks while Wizardry is loading your program. Simply insert the duplicate scenario disk(s) it requests. Wizardry will do the rest.

Soon you'll be smack-dab in the middle of the Castle, the hub of safe activity within the Wizardry world. Here, you'll assemble your characters for combat, adventuring and the like. They'll buy items, help friends and rest. Indeed, there are many interesting places in...





Your adventurers spend their time in one of two places: the Castle or the Maze. Of course, there is the cemetery, but let's not hope for that. So, before we rush off to create your characters, let's take a look at the world they live in.

The Castle is a safe haven where your adventurers can train, rest and lick their wounds, buy goods from the friendly shopkeeper, Boltac, or even be resurrected from the grave. Inside the Castle, there are five locations which provide special services to the Wizardry player and his or her characters. These are Gilgamesh's Tavern, Boltac's Trading Post, the Temple of Cant, the Adventurer's Inn and the Training Grounds, which is located at the Edge of Town.

Gilgamesh's Tavern is dim and smoke-filled from the haunch of a boar roasting slowly over the fire. Small groups of adventurers talk in low tones around deeply scarred wooden tables. Here is where you hope to find a team capable of surviving the rough rigors of the Maze.

The Adventurer's Inn offers several important services which your characters will often require. To begin with, staying at the Inn overnight or longer can help you recuperate from rough fights with monsters by restoring some or all of the health you've lost in combat. Secondly, your characters may gain experience levels to reflect the experience they have earned.

**Gilgamesh's
Tavern**

**Adventurer's
Inn**



The Temple of Cant

The T)emple of Cant is the first stop whenever a party brings back characters who are dead, paralyzed, or similarly distressed. If the high Priests of the Temple can do anything to help the poor devil you've hauled in, they will tell you what tithe, or amount of gold, is required. But since the fees expected by the Temple Priests are rather high these days, it is likely that the afflicted person may not be able to afford the "donation," so be prepared to help him or her out.

Boltac's Trading Post

B)oltac's Trading Post is the commercial center of the Castle. It is owned and operated by a friendly dwarf named Boltac. Here the spoils from a hundred forays find their dubious way to sale. This place has all the equipment you need to make it your one-stop shopping center, and it is open around the clock for your adventuring convenience.

The Edge of Town

The E)dge of Town is just a short walk through the Castle doors. While in The Edge of Town, your characters may visit the Training Grounds, enter the Maze or return to the Castle.

Press [E] now to see what The Edge of Town has to offer.

Maze

You'll see **The M)aze** option. This place has been the inspiration and end of many a character. Here, adventurers go in search of experience, loot, and clues to assist them in their missions. They'll meet other adventurers, monsters, tricks and traps with their demise in mind. However, throughout the Maze there are many gratifying experiences to be had as well. In the Wizardry world, this is the one true place where your characters polish and perfect their art.

While novices, your characters can only spend short amounts of time in the Maze. One encounter could be their ruin! Nevertheless, as they become more proficient by gaining levels, their expeditions will grow in length and they may explore the depths of the Dungeon with swords held high.

The Training Grounds

The T)raining Grounds, located just outside the Castle, rings with the sounds of swords clashing and timid battle cries. A closer inspection shows youngsters hitting pells with wooden blades, and many of the battle cries turn into yelps when their blades bounce back and hit them! It is here that you create new, apprentice characters, and can inspect veteran characters, who are standing around shouting encouragement (and other things) to the novices.

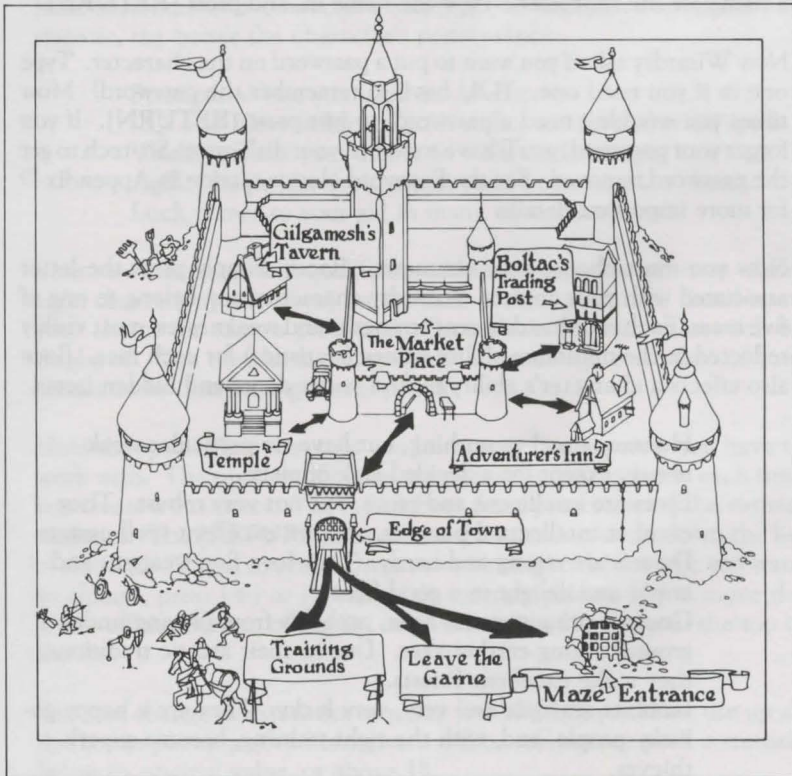
Press [T] now to go to the Training Grounds. Yes, it's finally time... your characters await!



So far, we've created our scenario diskettes, started the game, read about the places your characters can go and now we're on our way to create them. If you're not in the Training Grounds now, just find your place in this list, and follow it:

1. Make your duplicate scenario diskettes.
2. Press [S] to start the game.
3. Press [E] to go to the Edge of Town.
4. Press [T] to go to the Training Grounds.
5. You're here.

**Are you
with Me?**



Your Wizardry characters are unique individuals with strengths, weaknesses, and special abilities just like you. Hundreds of separate pieces of information go into their makeup, and each is influenced by their actions. They are honored to adventure under your command, and look forward to the quest. Now you're ready to create those fearsome warriors!

There are 4 options in the Training Grounds:

C)REATE A CHARACTER
I)NSPECT A CHARACTER
R)OSTER OF CHARACTERS
L)EAVE

Selecting a Name

Press [C] to create a new character. Next, Wizardry wants you to choose a name for the character. Type the name in, and press [RETURN].

Entering Passwords

Now Wizardry asks if you want to put a password on the character. Type one in if you need one. YOU have to remember the password! Most times you wouldn't need a password, so just press [RETURN]. If you forget your password, you'll have to return your diskette to Sir-tech to get the password removed. See the Password Notice section in Appendix D for more important details.

Selecting a Race

Now you must choose your character's Race. Simply press the letter associated with your choice. Wizardry characters can belong to one of five races. Each race has different strengths and weaknesses, most visibly reflected in the minimum ability values (statistics) for each race. Race also affects a character's ability to find secret doors and hidden items.

- **Humans** excel at nothing, but have no particular weaknesses, except for a decided lack of piety.
- **Elves** are intelligent and pious, but not very robust. They excel at intellectual pursuits, and are excellent spell-casters.
- **Dwarfs** are strong and hardy. They love fine weapons and armor and delight in a good fight.
- **Gnomes** are pious and agile, probably from praying underground during earthquakes. Due to their ascetic traditions, they make excellent Priests.
- **Hobbits** are agile and very, very lucky. They are a happy-go-lucky people, and, with the right training, become superb thieves.



Now it's time to select your character's alignment. **Alignment** describes your character's general ethical outlook, and has an impact on the classes the character may enter. Again, just press the letter associated with your choice.

- **Good** characters are really good. They go out of their way to help old ladies cross the street.
- **Neutral** characters take life as it comes. They would help an old lady cross the street if they were traveling in the same direction.
- **Evil** characters are not really evil when compared to some of the things they fight in the Maze. They are self-centered, and always want to know "what's in it for them." Evil characters help old ladies cross the street for a fee.

The next selection concerns the character's **statistics**. Statistics are basic measures of a character's ability to do things. The higher the statistic, the better the character's performance.

- **Strength** affects your skill in combat.
- **I.Q.** and **Piety** influence your ability to cast and resist spells.
- **Vitality** affects your ability to withstand damage.
- **Agility** helps you avoid attacks and open treasure chests.
- **Luck** comes to your aid in many mysterious ways.

Your new character will qualify for admission into one or more of the eight classes (or professions) on the basis of these statistics. Based upon your choice for race, a profile set of minimum statistic values will be displayed. You now have a chance to influence the profession of your character by distributing bonus points.

Note the special line that tells you how many bonus points you have to work with. The number of bonus points is selected randomly each time you create a character. You'll distribute these points among the various statistics. The [RETURN] key moves the selection arrow down the list of statistics. When you have the arrow pointing to the statistic you want to change, press [+] or [-] to add or subtract points. If you move the arrow off the bottom of the list of statistics, it will pop up to the top of the list.

You can change the statistics any way you like, but you must use up all the bonus points you've been given. Also, you cannot push a statistic below its original value, or above 18.

Selecting
an Align-
ment

Under-
standing
Statistics

Distribut-
ing Bonus
Points



When you make changes in the statistics, class options will begin to show. Each class has different minimum statistic requirements, and when you have added enough bonus points to the right statistics to qualify for a class, it will appear in one of the windows.

MILAKO		L 1 N-??? ELF	
STRENGTH 7 I.Q. 12 PIETY → 12 VITALITY 6 AGILITY 9 LUCK 6 Bonus 4		B) MAGE C) PRIEST E) BISHOP	
← moves pointer, + and - alter scores. Press (ESC) when finished.			

A character always belongs to only one class, but under certain circumstances may change class. Each class has special requirements as to minimum abilities (statistics), alignment and allowed possessions of its members.

Minimum Class Requirements

The minimum statistic scores required and a description of the classes are as follows:

- **Fighters** need 11 strength.
- **Mages** need 11 I.Q.
- **Priests** need 11 piety and may not be of neutral alignment.
- **Thieves** need 11 agility and may not be good.
- **Bishops** need 12 I.Q. and 12 piety and may not be neutral.
- **Samurai** need 15 strength, 11 I.Q., 10 piety, 14 vitality and 10 agility and may not be evil.
- **Lords** need 15 strength, 12 I.Q., 12 piety, 15 vitality, 14 agility and 15 luck. They must be good.
- **Ninjas** need 17 in all their statistics, and can only be evil.

The Four Basic Classes

Fighter: The basic person-at-arms. Fighters have high hit points, can use almost any armor and weapon, and relish their role as shock-troops. They may be of any alignment, but can cast no spells.



Mage: The sorcerer. Mages have poor hit points, can use a very limited amount of weapons, and can wear no armor except for robes! They can cast Mage spells, including the dreaded *TILTOWAIT*, the summoning *SOCORDI* and the unlocking *DESTO*. They may be of any alignment.

Priest: The holy one. Priests have fairly high hit points, but cannot fight as well as Fighters, and must use specially consecrated weapons, such as maces and flails, and can wear only light body armor. They can cast Priest spells including the life-saving *KADORTO*, the wishful *IHALON* and the monster-banishing *MOGATO*. Priests may not be of neutral alignment.

Thief: The artful-dodger. Thieves have average hit points. Their weapons are limited to daggers, short swords, and bows; they can wear leather armor and use a shield. Thieves are very good at circumventing the noxious treasure chest traps found in the Maze, and have a knack for opening the many locked doors found there as well. Additionally, thieves may Hide during combat, and once hidden, they may Ambush a monster in the following round! Thieves are also specialists in the divine art of pick-pocketing the many creatures to be found in the Maze. Lastly, they may not be of good alignment.

Bishop: A combination of Priest and Mage, with some advantages and disadvantages of both. Bishops have average hit points, can wear chain armor, and use Priests' weapons. They can cast both Mage and Priest spells, and are capable of identifying unknown items the party finds in the Maze. Like Priests, Bishops may not be neutral.

Samurai: Fantastic warriors, Samurai can use most Fighter weapons and armor. They start out life with more hit points than Fighters, though in the long-run, a fighter will usually end up with more hit points. At the fourth level of ability, Samurai slowly begin to learn Mage spells. The strict code of Bushido prevents Samurai from being of evil alignment.

Lord: A combination of Fighter and Priest. They have the hit points and abilities of Fighters, but at the fourth level of ability they gain the ability to cast Priest spells and to dispel. Lords must be of good alignment.

Ninja: A super-human fighting machine. Ninjas can use the same weapons and armor as a Samurai, but work best without any! When fighting with their bare hands they can wreak havoc and destruction, sometimes killing the strongest opponent with a single blow. As long as they disdain armor, their great training gives them lower and lower armor class as they reach higher and higher levels of ability. Ninjas earn hit points as does a Thief, and learn no spells. They may Hide during combat, disarm traps and practice all the other arts of a Thief, too. Finally, they must be evil.

The Four Elite Classes





Saving the Character

Once you've allocated all the bonus points and qualify for a class that you want, press the [ESC] key to signal that you are done. Then, if you like the character, press [Y] to store him or her in the roster, and you will be returned to the main Training Grounds menu.

Important Points to Consider

Before you go charging off, filling the universe with alter egos of yourself, keep in mind some important facts:

A team can consist of up to **six** members, and any less increases the chances of disaster. There are words for "Lone heroes battling against incredible odds." These words are "rest in peace." Developing a well balanced team with diverse talents is one of the major keys to success.

Decide which alignment you prefer your party to have before you start generating characters. Evil cannot play with good, but neutrals may play with either. Some character types are only available to one alignment or the other, so select the whole makeup of your team first to avoid disappointments such as finally generating a fantastic Lord, only to discover that he/she cannot join the rest of your evil team!

Are you With me?

You've just created your first character (maybe you've already created ten). If not, it's easy to catch up.

1. Go to the Edge of Town from the Castle by pressing [E].
2. Go to the Training Grounds by pressing [T].
3. In the Training Grounds press [C] to create a character.
4. Enter the character's name and password if you want one.
5. Follow the on-screen menus to select your character's race and alignment.
6. Distribute your character's bonus points among the statistics.
7. When the bonus points are used up, press [ESC], and select a class for your character.
8. You will now be asked if you want to keep the character. If you do, press [Y].
9. You're here.





Aside from creating characters, there are other things that you can do in the Training Grounds:

The **R)oster of Characters** option displays all of the characters on the diskette, and shows whether they are alive or dead, in the Castle or out on expeditions. If you want to see your roster of characters, press [R].

The **I)nspect a Character** option lets you look at your character in detail, and perform character-specific "housekeeping" actions. Press [I] at the main Training Grounds prompt to Inspect a character. Next, you will see a list of possible things to do to your character:

I)nspect shows the character's vital statistics, weapons, armor, spell books, and any special goodies he or she has found so far. You can also inspect your character in Gilgamesh's Tavern. We'll cover the character's inspection in more detail there.

D)elete allows you to retire old, world-weary adventurers, but will ask you again, just to make sure. Retired characters pack up all their belongings, go to Club Wiz and are deleted forever from the game.

C)hange Class gives characters the option of changing their professions. When you change class, you are entering the new class as a level one character. Therefore, changing class has the following side-effects:

- Your characters' statistics drop to the minimum for the race.
- Your experience points drop to zero.
- All your equipment will remain in your possession, but will be unequipped. Since you changed class, you may not be able to use them anymore.
- You will retain knowledge of any spells you already know, and get one spell point per spell in your spell books. However, you lose the extra spell points you had for being a member of your previous class. Though you may learn new spells and get new bonuses for being a member of a new class, it is likely that, at least at first, you will have fewer spell points to work with. If you know at least one spell of a particular type and level, you will eventually learn all the spells of that type and level, even if your new class doesn't learn spells of that type.

A)lter Password changes the character's password in case of security problems (younger sibling, devious friends, parents who hate to be shown up). You must know a character's current password in order to change it. *There is no way to Alter a password without knowing the current password.*

L)eave will return you to the Castle, and that's where we want to go!

**Roster of
Characters**

**Inspect a
Character**

Inspect

Delete

*Change
Class*

*Alter
Password*

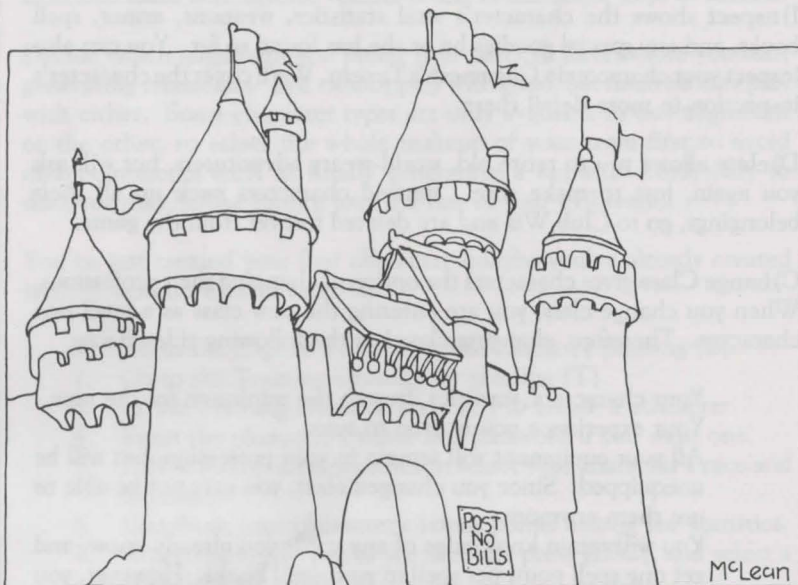
Leave



Are you with me?

We've just left the Training Grounds, entered the Castle and are on our way to Gilgamesh's Tavern to check out your character(s). If you're not already here, follow these steps:

1. First of all, you'll need at least one character as we continue through this manual. If you haven't created a character yet, return to the Training Grounds to create one.
2. Get to the Castle. From the Training Grounds' main menu, press [RETURN] or [L].
3. Are you in the Castle? Good. You're here.



Welcome to Gilgamesh's Tavern



Gilgamesh's is where you assemble your party. Press [G] now to enter the Tavern. Gilgamesh's menu provides you with several options:

A)dd lets you add characters to your party. You will be shown a list of all the characters compatible with the other members (if any) of your party. You can select one by pressing the letter associated with the character. As soon as you select someone who is not neutral, the alignment of the team is chosen, and disappointed incompatibles will wander back to their drinks. Press [A] now and select your party.

R)emove lets you remove a character from the party.

#)Inspect lets you look at the current status of a character. Just enter the character's rank number.

D)ivvy Gold pools the gold belonging to the party, and then evenly splits it up between the party members.

L)eave exits the Tavern.

If you decide to visit the Training Grounds once a party has been formed, the party will disband (separate) automatically. You will have to go back to the Tavern and reassemble them.

**Add a
Character**

**Remove a
Character**

**Inspect a
Character**

Divvy Gold

Leave



When you are in the Tavern, **#)Inspect** lets you inspect a character in the party by typing the number key associated with that character. From the main menu of the Tavern, press the **[#]** of the character you wish to inspect now.

You're already familiar with the five pieces of information found at the top of your character's inspection; you selected them in the Training Grounds. Your character's name and level appear first. Next is your character's alignment, class and race. On the left side of the screen, under your character's name, you'll find his or her statistics, too. So let's take a look at those other characteristics.

Levels

Levels (L). Gaining levels is perhaps one of the most wonderful and competitive things that Wizardry characters do. Not to be confused with the levels (floors) of the Maze, a character's level represents their total experiences within the Dungeon. If you've just created a character, it will be a level one adventurer. When your characters gather enough experience points, they will gain a level. It's basically a growing process just like yours. Simply, consider it this way. If you are 18, pretend that you're level 18... you've had 18 years of experience.

Gold

Gold is simply the amount of loot your character has accumulated. When your character begins life, you will find the satchel is empty... not a cent! As your character explores the Maze, however, great riches in gold can be found (or stolen). As the loot accumulates, you may use it to purchase better items, lodging, and perhaps occasionally acquire the services of a High Priest to cure, heal, or even resurrect a friend.

Castle

MILAKO L 1 N-MAG ELF

Strength 7	Gold 34	Swim 0	
I.Q. 14	E.P. 273	Age 20	
Piety 10	Marks 4	Rip 0	
Vitality 9			
Agility 9	H.P. 4/ 4	A.C. 9	
Luck 7	Status OK		

Mage 2/0/0/0/0/0/0 Prst 0/0/0/0/0/0/0

1) *DAGGER

3) LANTERN

2) *ROBES

4) ?STRANGE OBJECT

R)EAD T)RADE P)OOL GOLD L)EAVE
E)QUIP D)ROP I)DENTIFY



Swimming ability (SWIM) represents your character's ability to swim in the many pools which dot the Maze. The higher the ability, the deeper your character can swim. For example, if your character's swimming ability is 2, he/she can swim safely to level B of a pool. Remember, at first you won't have a party of Olympic champions... in fact they may get in over their heads! Sometimes characters may drown if they dive too deeply.

Experience Points (E.P.) are the numerical expression of your character's past achievements. When your characters defeat a troop of monsters in the Maze, they will be awarded experience points to commemorate their success. As experience points build up, your characters will gain levels.

Age is simply how old your character is. After much adventure, your character usually rests up in the Adventurer's Inn. Here, the characters may spend weeks or even years to heal themselves! As your characters become older, they grow feeble... this happens around 50.

Marks represent the number of monsters you have sent to the Grim Reaper. Once again, Wizardry characters, at least the fighting ones, tend to compete for the highest number of marks as it represents their worth to the party. It's a facet of your characters that you'll come to take pride in, and is a sign of their individual achievements.

RIP, of course, stands for "rest in peace," and portrays the number of times *your character* has been delivered to the Grim Reaper! With the many ghoulies in the Maze, it is unlikely that this characteristic will stay at zero, but if it does, consider yourself a great commander!

Armor Class (AC) is a measure of how well protected your character is. Unlike other measures in this game, the lower your character's armor class, the better. For example, bare skin is AC 10. A Sherman tank is about AC -10. Eventually, as your character finds or buys better equipment, the armor class will decrease.

Status describes what state your character is in. Not New York or California, but a physical state of being. Most of the time your characters will be OK; in this case, Wizardry will either show you the character's hit points when in full health, or simply print "OK." However, they may be Asleep, Afraid, Paralyzed, Poisoned, Stoned, Out, Dead, Ashes or Lost forever, to name a few.

Characters who are marked Out are lost somewhere in the Maze! Their status may become OUT due to any of three causes: Obliteration (everyone was killed), Starvation (Power failure or turning off the computer) or Vacation (using the QUIT option while in the Maze.)

Swimming Ability

Experience Points

Age

Marks

RIP

Armor Class

Status

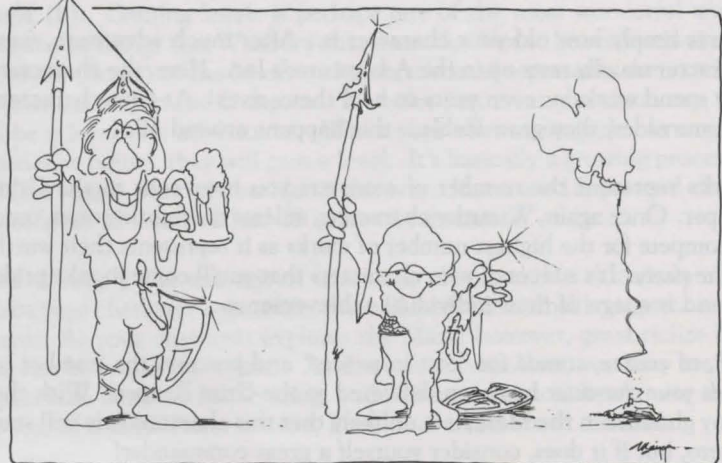


OUT characters can be retrieved through the "Restart an Out Party" option, explained in the Utilities section, or you may send a rescue party in search of the character.

Hit Points

Hit Points (HP) show the exact amount of damage your character can endure before death. For example, let's say your character had 10 hit points when in full health. In the Maze, you encounter a monster who bashes the character one time for eight points of damage! Your character's description would resemble this:

<u>Character Name</u>	<u>HP</u>	<u>Status</u>
Mr. Adventure	2	10



Now your character has only two hit points left! If hit again for two or more points, your character will die. But don't despair, death doesn't have to be final in Wizardry.

Mage & Priest Spell Points

Mage and Priest (PRST) spell points are the next items in your character's inspection. You'll see a series of seven zeros for both the Mage and Priest spells on your screen. Your character may have higher numbers depending on his or her level and class. Spells are magical formulas that allow the caster to bend the physical laws of the universe. There are two basic categories of spells: Mage and Priest. Characters of the magical variety must learn these spells through constant study and experience, and will harvest spells as they gain levels.

Within each category, Priest and Mage, there are 7 levels of spells, from weak level 1 spells to the powerful (to put it mildly) level 7 spells. For a character to be able to cast a particular spell, he or she needs to have



that spell in his or her spell book, and a spell point with which to cast it. Each number represents the amount of spell points a character has in that level and the number of spells the character may cast.

So, in order to cast a *HALITO*, the spell must be in the character's book and there must be a first level spell point available. When a spell is cast, the character loses a spell point from the appropriate category and level. Eventually, especially after a grueling battle, the character may have no spell points left! Weak and weary, the spell-caster must seek rest in the Castle, thereby regaining the spell points, or know the whereabouts of a magical pool that can replenish some of the spell points with a quick swim.

For every spell you know, you are granted at least one spell point with which to cast it. If you are currently a member of a spell-casting class, you may gain extra points based upon the experience level you have attained. You can never have more than 9 points in any category and level. If you know 3 spells of a certain category and level, and have 3 points of that category and level, you could cast one spell three times, or each of the spells once, or any combination.

If your characters later change their class, they will retain the knowledge of the spells they have learned so far, but won't learn new spells unless their new class also teaches spells. There is a minor exception to this rule. If a character knows at least one spell of a particular category and level, then he or she will eventually learn all the spells of that category and level, even if he or she changes to a class that doesn't learn spells.

Equipment, or items, refers to the helms, armor, swords and the like owned by your characters. Fresh from their training, your characters will have only the petty weapons and armor provided by the Training Master. Because of this, gathering and maintaining the best possible set of items is a major pastime for Wizardry adventurers. Good items can make the difference between life and death! The number and variety of items found in Maze may be a little bewildering at first, but there are some guidelines to follow...

Equipment



Equipment Guidelines

First of all, not all items may be used by every character. Some items may be used only by specific character classes. You will learn what works by practice and experience.

Also, some items have an alignment, just as your characters do. If a character equips an item that has a different alignment, the item may seriously impair him or her. In addition, it will become cursed.

A **cursed item** is any item that cannot be voluntarily unequipped. If you equip such an item, you will be "cursed to wear it."

- Cursed items are not always bad for you. Some of the better items in the game like to "stick around."
- One safe way to rid a character of a cursed item is to pay to have it removed at Boltac's Trading Post.

Some items may be used to cast spells. Each time you use the item to cast a spell, there is a chance it will break.

Items may affect a character even though they are not equipped; they can do things just because they are being carried around. These type of items may carry certain charms or benefits. For example, an item might offer a player spell resistance, or a clove of garlic might fend off vampires in the maze.

Lastly, certain magic items have special powers which you can **invoke**. Whenever you equip a player who is carrying an item of this type, you will be asked if you wish to invoke its power. You do not need equip the item to invoke it.

Additional Inspect Options

Additional options available to you in a character's inspection are located on the bottom of the inspection's window.

Read

Read offers you the chance to glance at your character's spell books. Press **[R]** to read the character's books, then select the category of book you want to read. All the spells he or she has learned so far will be displayed. Refer to the back of the manual for detailed descriptions on what each spell is and what it does.

Pool Gold

Pool Gold moves all the party's gold to the character being inspected. When you want to pool your character's gold, press **[P]**. If you later need to give back some gold to other party members, choose the **D**ivvy Gold option while in the main menu of Gilgamesh's Tavern, or simply Trade while inspecting a character.



I)identify allows Bishops to attempt to identify an unknown item. The higher the level of the Bishop, the better the chances of identifying an item. If they touch the item they are attempting to identify, they may become afraid depending on certain protections on the item in question. Some unknown items will not become “known” until identified by a Bishop of a certain level. Lastly, there is a chance they will be forced to equip it; if it is cursed, they may be in trouble!

Identify

D)rop lets you drop any item your character may be holding on to the dusty floor of the Maze or the muddy streets of the Castle. If you need to drop an item, press [D]. Dropped items are removed from your character’s possession, and can’t be picked back up. If you should later discover that you need this item, you’ll have to go find another.

Drop

E)quip lets you select the items your character is to wear. For each type of item (Weapon, Armor, Shield, etc.) you will be shown a list of what items of that type you have and then you’re invited to select the one your character will use. Weapons and armor you possess, but have not equipped, will not be of any use to you in combat. You can unequip an item by simply choosing no item of that type when you equip. You do this by pressing [RETURN] instead of a number.

Equip

In your character’s inspection, you will notice that there is a space between the item number and its name. This means that you have not equipped your items. Press [E] now to do so.

When you have finished, you will notice one of the following next to the item:

No symbol (a blank space) means that the item is not equipped.

- * indicates that the item is equipped.
- # reminds you that the item cannot be equipped by that class of character. For example, Priests cannot use edged weapons, and Thieves cannot wear chain mail.
- ? tells you that the item is not identified, which means you don’t know exactly what it is.
- warns you that the item is cursed.

You will need to repeat the equipping process for each of your characters. You may equip each of your characters individually while inspecting them, or you may equip the entire party when in Camp by selecting the Equip option.



Trade

T)rade allows the characters to exchange gold and items amongst themselves. To trade, first press the number of the character with whom you wish to trade. Then type the amount of gold, if any, that you want to transfer. Next, if you wish to trade an item, press the number of the item you want to trade. When you have finished trading items, press [RETURN]. If you don't wish to trade any gold, you can press [RETURN] instead of entering "0" as the amount. An item must be unequipped before it can be traded.

Leave

L)eave ends the inspection of your character. Press [L] now to return to Gilgamesh's main menu, and [L] again to return to the main menu of the Castle.

Maze Inspect Options

While you are on a foray in the Maze, you can also inspect your characters by going to Camp. When you do so, two extra options are available.

Spell

S)pell casts spells. The spell must be in your spell books and you must have an appropriate spell point available in order to cast it. If the spell is one of healing, you will be asked upon which member of the party you wish the spell cast. Some spells can only be cast while in combat with monsters. In the list of spells at the back of the manual, if the "CAST WHEN" category says Camp or Anytime, you can cast it in Camp.

Use

U)se allows you use a special item. The item may cast a spell such as a potion bought at Boltac's, or it may have a particular function like reducing your character's age. Anyone can use an item; you don't need to know the spell it casts, and you don't need a spell point to cast it. This means that Fighters can keep *Dios* potions around to cure themselves. As with casting spells normally, you can't use some spells in Camp.

Each magical item has an unknown number of charges, and may break after being used. If it does, it may appear in your list of items as a **Broken Item**. You may drop these to create more room for new items you've found in the Maze.

About the Options

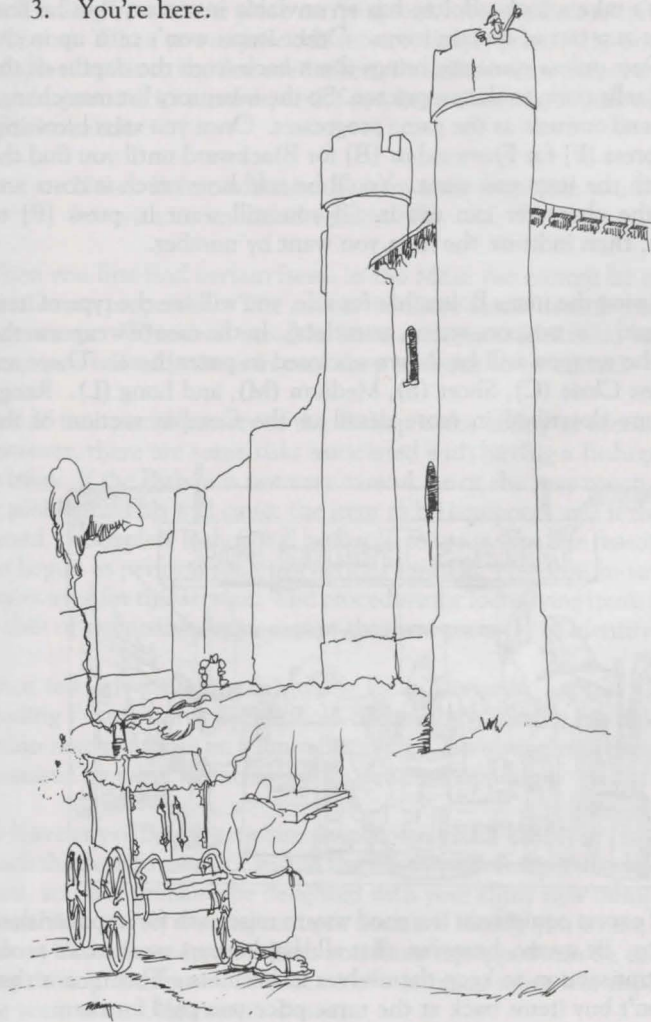
Depending on where you were when you inspected your character, some of the options may not be available:

- From the Training Grounds, you may only **R)ead** your spell books or **L)eave**.
- From Gilgamesh's Tavern, you may do everything but cast a **S)pell** or **U)se** an item.
- When you are in the Maze and have Camped, you may do everything.



Yes, we've covered a lot of material. Just in Gilgamesh's, you've read about your character's traits, equipment and gold. You have also equipped a character with his or her items. We've just left Gilgamesh's, and are in the main menu of the Castle on our way to Boltac's Trading Post. If you're still in Gilgamesh's, here's what you want to do.

1. Leave your character's inspection if you haven't done so. Pressing [RETURN] or [L] will get you to the main menu of Gilgamesh's.
2. Press [RETURN] or [L] to leave Gilgamesh's.
3. You're here.



'Could you bring it up, I'm on the phone?'

Are you
with me?

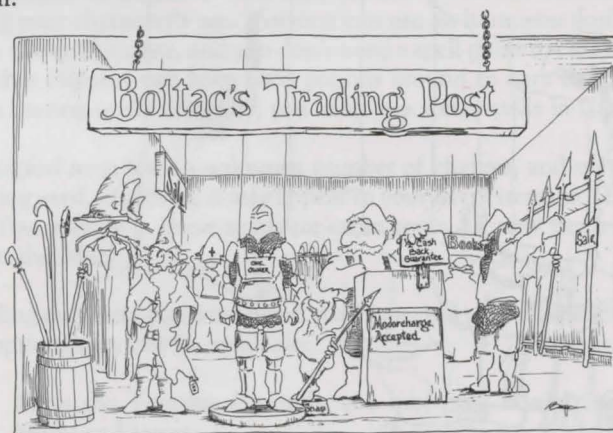


Boltac's is the Castle shop. Press [B] now to enter the establishment. Immediately, Boltac will ask which of your characters wishes to be served. Once you have selected a character, the shopping display will appear. You can Buy, Sell or Identify items, Uncurse cursed items, Pool Gold from all party members into your possession or Leave the Shop. Your newly created characters haven't a gold piece among them, so you'll only be allowed to look at Boltac's wares. Eventually, you'll accumulate some gold and get around to...

Buying Items

To buy an item or to browse through his wares, press [B] (for B)uy). Go ahead, let's take a look. Boltac has an enviable inventory, but he may sometimes run out of certain items. Other items won't turn up in the Trading Post unless someone brings them back from the depths of the Maze and sells them to the proprietor. So the inventory list may change in length and content as the game progresses. Once you start browsing, you may press [F] for F)orward or [B] for B)ackward until you find the screen with the item you want. You'll be told how much it costs and whether the character can use it. If you still want it, press [P] to P)urchase, then indicate the item you want by number.

When viewing the items Boltac has for sale, you will see the type of item begin offered (i.e. weapon, armor, gauntlets). In the case of weapons, the range of the weapon will be shown enclosed in parentheses. There are four ranges: Close (C), Short (S), Medium (M), and Long (L). Range weapons are described in more detail in the Combat section of the manual.



Selling Items

Selling off excess equipment is a good way to raise cash for impoverished expeditions. Be aware, however, that all shopkeepers must make profit on every transaction to keep themselves in business. This means that Boltac won't buy items back at the same price you paid for them.



To sell an item, press [S]. You will see a list of your items, along with the price Boltac will pay. The equipment your characters start with is worthless to Boltac... less than a gold piece for a dozen! However, when your party acquires something of worth, select the item you wish to sell off by pressing its number. You cannot sell an item that is cursed or which needs to be identified. If you attempt to sell an item that is equipped, you will be asked if that's what you really want to do.

Cursed items picked up in the Maze are very uncooperative and they stick like glue to anyone who equips them. If you manage to get back to the Trading Post in one piece carrying such an item, Boltac can uncure it for you. When you require this service, simply press [U]. You will see a display similar to the one used when you sell an item. Select the cursed item by pressing its number, and if you have the cash, Boltac will take it off your hands.

Note: Boltac will *take* the item away from you; you will *not* be left with an uncursed version of it.

When you first find certain items in the Maze you cannot be certain of their exact properties. The names of these items describe only their appearance. Whenever possible, have such items identified before you equip yourself with them in case they turn out to be cursed.

One of the special powers of the Bishop is the ability to identify items. However, there are some risks associated with having a Bishop identify an item. If the Bishop is not very careful, he or she may touch the item by accident. This will cause the item to be equipped, and if the item is cursed, the hapless Bishop will be forced to use it. For this reason, Boltac has begun to perform such inspections himself. Needless to say, Boltac exacts a fee for this service. The procedure for identifying items is similar to that of uncursing them, except that you press [I] to identify instead.

Since few adventurers can qualify for a Dungeon Express Card, the Trading Post features a Pool Gold option to help bring big-ticket items within reach of those on a limited budget. This option transfers the gold possessed by party members to the person shopping.

To leave any of Boltac's menus, simply press [RETURN] or [L] until you reach the desired menu or within the Castle or Boltacs. After leaving the store, you will probably be delighted with your shiny new items. But be aware that merely owning an item does not enable you to use it in the Maze. **Only those items which you have equipped can be called into play during combat.** The process of equipping items was explained in the section on Gilgamesh's Tavern.

Removing Curses

Identifying Items

Pooling Gold

Leaving Boltac's





Whenever a party brings back characters who are dead, paralyzed, afraid, or similarly distressed, they can be carried to the Temple of Cant.

Entering the Temple

Enter the Temple by pressing [T] at the main Castle menu. If you're just beginning your adventure (your party hasn't been to the Maze yet) no one will require the services the Temple provides... your characters aren't "distressed." However you may still view their establishment.

When you enter, you will be shown a list of the characters the Temple can help and two options:

H)ELP SOMEONE N)EXT PAGE

Helping a Character

Select [H] to help a distraught character, and then press the letter associated with that character. The Temple Priests will tell you what tithe is required. Choose which character in the party will pay the tithe. Should that character not have enough gold, the party's gold will be kicked into the fund. Unless the victim is dead or blown to ashes (worse than just being merely dead), the healing arts of the Temple practitioners are assured of success. In those other more serious cases, there is a chance that the best efforts of the Priests will be to no avail!

A character with a good vitality rating has a good chance of being helped, but old, infirm characters may be in big trouble. Dead characters who fail to be raised from the dead are reduced to ashes. Even in such depressing circumstances though, there is still hope; for a larger tithe, it is sometimes possible to resurrect a person even from an ashen mess - but if this attempt fails, the character is lost forever and cannot be restored by any means!

Anyone brought back from the dead will have but a single hit point and should limp post-haste to the Adventurer's Inn. Those resurrected from their ashes will have all their hit points restored (for all that money, you should get something free.)

Helping Non- Player Characters

The Temple also provides resurrection services for Non-Player Characters (creatures you meet in the Maze) that you have dispatched to their ancestors. This is the price that is paid for such acts toward characters, more often than not, necessary for completion of the game.





The Inn is where characters recover lost hit points and learn whether they have made the next level of experience. Enter the Inn by pressing [A] at the main Castle menu. Next, select a character who needs some rest & relaxation (R&R) in the same way you would for the Trading Post. Once you've checked a character into the Inn, you'll be able to look over the types of rooms available. The more expensive rooms allow faster, but less economical, healing of wounds.

Note: Age is important in Wizardry. Beyond the age of 50, you will become more and more feeble until eventually you will not be good for much of anything except chatting about the "good old days" before the invention of the wheel. Therefore, you do not want to spend too many weeks in bed.

As you'll soon discover, certain spells can also be thrown on your characters which will restore hit points without the trouble, expense and wasted time of a visit to the Inn. But the Inn provides such medical services, even to those without spell-casting friends, as long as you have the cash. Select one of the room types. All but the Stables restore hit points, for a weekly fee. Need more money? You can also Pool Gold from your party. This strips all the other party members of all their gold and gives it to the character in the Inn. To pool your party's gold, simply press [P].

Once you have chosen a room, you will stay there until you are either fully healed or have run out of money. A display will count up your hit points and count down your bank balance. If the latter becomes alarming, you can check out early by pressing the [space-bar].

After any stay at the Inn, a check will be made to see if you have made a level. Making a level is a joyous occasion. You'll see a declaration that you have attained the next level of experience and get all the news about any changes to your character's statistics; spell-casting characters may learn new spells. At the end of this sequence, you'll learn how many experience points are needed to reach the next experience level. There's a chance you might qualify for more than one level per visit to the Inn. This could happen if it's been a long time since you've had a good night's rest. If you suspect this might be the case, stay an extra night in the stables. Of course, if the character doesn't gain a level, you'll be told how many more experience points are needed before a level is attained.

To leave the Adventurer's Inn, press [RETURN] or [L].

**Making a
Level at the
Adventurer's
Inn**

**Leaving the
Inn**





The Edge of Town

Are you
with me?

We're on our way out of the Castle now to The Edge of Town. So far, you have visited the Adventurer's Inn, Gilgamesh's Tavern, The Temple of Cant and Boltac's Trading Post. You and your party should be in the main menu of the Castle. To get here:

1. If you're in any of the Castle businesses, press **[RETURN]** or **[L]** until you reach the Castle menu.
2. That's all it takes!

The Edge
of Town

The Edge of Town lets you go to other areas outside the central Castle: the **T**raining Grounds, the **M**aze, the **U**tilities, and **L**eave Game. From the Castle's main menu, press **[E]** to go to The Edge of Town.

Maze

From the screams of terror and loud munching noises issuing from the entrance to the **M**aze, this is undoubtedly where your party has to go when it is ready to begin adventuring. To enter the Maze, you need only press **[M]**.

Leave
Game

Leave Game by pressing **[L]** is what you do when you are finished playing a session of Wizardry.

Utilities

From the Edge of Town menu, press **[U]** to enter the Utilities. Here, you have the ability to do things to the characters outside of the actual adventure. The most important option in the Utilities is Move Characters.

Move
Characters

You use this option to move characters between scenario diskettes. You may also move your characters to *Heart of the Maelstrom* from any other Wizardry scenario (except IV).

You will be asked to insert a scenario diskette (the **Source** diskette) and select the characters you want to move. The characters will be removed from that diskette and stored in the computer's memory. Next you will be asked to insert another scenario diskette (the **Destination** diskette). The characters will be moved onto this diskette.

The Move Characters option is used for:

- Moving characters between Scenario Diskettes that belong to the same game. For example, you might move some of your characters onto a friend's diskette in order to help him or her mount a rescue expedition.
- Moving characters between Scenario Diskettes that belong to different games. For example, when you start playing *Heart of the Maelstrom*, you may want to bring over your characters from Proving Grounds: Wizardry I.





Any previous Wizardry scenario *cannot be used* to transfer characters to *Heart of the Maelstrom*. When moving characters always use the *Heart of the Maelstrom's* Move Character option. Through this option you may move your characters from previous scenarios.

If your version of Wizardry has more than one master diskette, the characters will always be stored on diskette "A". If there are any problems that prevent a proper transfer, the characters will be returned to the Source diskette.

Simply press [M] to activate the Move Character option. You will then be asked from which scenario you wish to move the characters (the **Source** scenario). Press [A] or [B] depending on which scenario you are transferring from.

Once you have selected the Source scenario, you will be asked which scenario you want the characters moved to. Again, press [A] or [B] to note which scenario you are moving the characters to.

When you move characters to *Heart of the Maelstrom* from previous Wizardry scenarios, your characters will undergo some changes:

- They will be stripped of all their items and gold. *Heart of the Maelstrom* uses different items, and gold is a possession your characters must earn within the Maelstrom.
- Your characters will be transferred in as Level 1 characters, but retain a portion of their prior statistics.
- The characters' spell books will be erased, and their hit points will be reset to that of a Level 1 character.
- Certain classes, notably the Lord and Ninja, cannot be created directly from the Training Grounds, as these classes can only be attained through development of your character. The transfer routine allows you to move in such characters that you may have already developed. Of course, you may transfer any characters that you choose, not merely these classes.

When transferring characters from *Heart of the Maelstrom* to other Wizardry scenarios, the characters will experience some changes as well:

- Your characters' spell books (the spells that they know) will be erased, and none of their items will transfer. The spells and items in *Heart of The Maelstrom* are different from the other scenarios.



Change Name

If you want to give a character a new name, press [C] in the main menu of the Utilities. Now select by letter the character whose name you wish to change. Then type in the new name.

Restart an Out Party

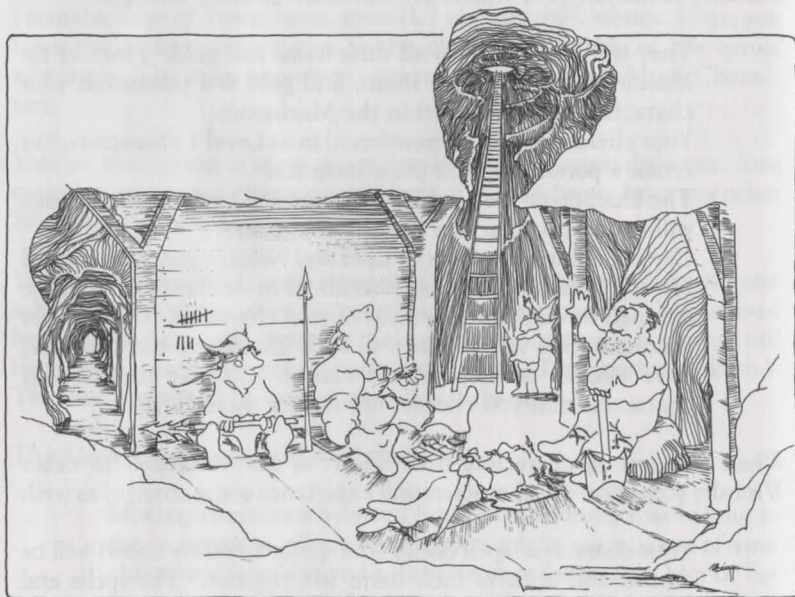
When a character or a party is Out on an expedition, you may join them in the Maze by pressing [R]. You will see a list of characters who are currently waiting for you in the Maze. Select, by letter, the name of any character that is in an Out party. This character will become your party's leader, and a star will appear by his or her name.

Wizardry will then show you a list of characters at the same location as your leader. Select the other members of your party in the order you wish them to appear, then press [RETURN] to Restart the Party, or [ESC] to exit the option.

You will begin play at the same spot in the Dungeon where you left off. This option is usually used when you **Quit** an expedition while still in the Maze. The Quit option is described in the section on Adventuring.

Leave

L)eave the Utilities returns you to the Castle.



Congratu- lations!

You've just learned everything there is to know about the Castle and its surrounding areas. Now you're about to embark on a journey of your own. This is where your adventure starts and mine ends. It's off to the Maze in search of glory.



The essence of Wizardry is adventuring. It's time to accept the challenge, time to leave the safe, but expensive, confines of the Castle and venture into the unsafe, but potentially lucrative, corridors of the Maze. Successful adventures consist of seven stages:

1. Preparing the party for the adventure
2. Touring and mapping the Maze
3. Fighting the monsters (successfully)
4. Talking, bartering and giving to Non-Player Characters
5. Taking good notes about all you see and hear
6. Using all knowledge and skills to complete your quest
7. Getting back alive!!!

A party is a team of adventurers who band together to explore the Maze. You can have up to six characters in your party at one time. If you have not already assembled your party, go to Gilgamesh's Tavern and recruit compatible characters. Only characters in the Castle may be added to the party. If you wish to resume an expedition that was stranded in the Maze, use the "(R)estart an 'Out' Party" option of the Utilities.

Balance your party. By "balancing" them, their chances of success will increase. When first starting out, you'll want some characters of the fighting variety (Samurai, Lord, Fighter), some spell casters (Mage, Priest, Bishop), and a Thief. Of course, this may change as your party becomes more experienced.

Before you enter the Maze, it is usually a good idea to check the "vital statistics" of each character in your party. Here are a couple of things to watch out for:

- If anyone is without full hit points or incapacitated, a stay in the Adventurer's Inn or The Temple of Cant is advisable. You may also wish to stay at the Inn if you think anyone is ready to gain a level.
- Make sure that each character is equipped with the right items. That shiny new sword you just bought is nothing but ballast unless you tell your character to equip it!

Once you have placed the desired characters in the party, enter the Maze by going to the Edge of Town and selecting Maze as your destination. To do this, simply press [M]. In a few moments, you will be asked for a Magic Word, and then your party will be deposited in Camp.

Preparing a Party

Checking out your Characters





Magic Words

Just after your party leaves the Castle and shortly before they enter Camp, they will be greeted by an Apparition. In a low, spooky tone, it says, "Enter the Magic Word to Continue!" You will see the first two words of the magical spell, and the Apparition wants you to complete it. Using your Magic Word List, look up the spell. You'll see the Magic Word next to it. Just type in the Magic Word, and your party will be on its way.

Camping Out

When you are in the Maze, you are constantly subjected to the attacks of monsters. Fortunately, you can make Camp at any time that you are not fighting. When you are in Camp, it is assumed that you have set up guards so that the monsters cannot attack you. When you are in Camp, you may:

Inspect a Character

#)Inspect a member of the party. The display is the same as in the Training Grounds and the Tavern, but you will have more options. All the options that are available have been mentioned in Gilgamesh's section of the manual.

Reorder the Party

R)reorder the party. This option lets you choose which characters go in which slots of the marching order. Obviously, someone has to be in the front of the party and others (the lucky ones) can stand or cower behind them. Generally, you should order the party so that the strongest and healthiest characters are in the front and the spell-casters and other weaklings are in the back. Select which characters go where by typing the number of the character you want in first position, then the number of the character you want in second position, and so on.

Remember your characters' weapon range when you are ordering your party! Unless they have a short, medium or long-range weapon, they will not be able to use the Fight option in combat if they are in the last three positions.

Equipping the Party

E)quip the entire party. This option is the same as the Equip option in **#)Inspect** except that it does it for every member of the party. This is convenient when you have just bought a lot of equipment at Boltac's or when your party is just starting out.

Leave Camp

L)eave the Camp and enter the Maze proper. (GASP!)





The Maze window displays a 3-D view of the Maze passageways directly in front of you. You will also see the party status window, which will tell you how your characters are doing. At the top of the screen, a window will remind you of the most used options.

When you are in the Maze, you can move around by pressing:

- [W] to move one step forward.
- [A] to turn 90 degrees left.
- [D] to turn 90 degrees right.
- [X] to turn 180 degrees about.
- [K] to kick down a door.

These keys, with the exception of "K", form a convenient diamond shape on the keyboard. If your keyboard has cursor keys, they can be used as well. You can also press [F] for F)orward, [L] for turn L)eft and [R] for turn R)ight. In addition to moving, you can also press:

- [C] to go to C)amp.
- [O] to toggle some of the information windows O)n and O)ff, in case you like a less cluttered view of the Maze.
- [S] to update the party S)tatus window and make it visible if it has been toggled off. This is especially useful if someone is poisoned.
- [T] to adjust the message delay T)ime. This is the amount of time that a message is displayed before Wizardry continues. You can enter a number from 1 to 99. Each unit represents about 1/10th of a second of delay. The standard delay is 20.
- [I] to I)nspect allows for three specific types of searches to be performed by the entire party: S)ecret Doors, H)idden Items or D)ead Bodies.

When you select this option, everyone begins searching *only the square the party occupies*. The chances of someone finding something hidden is dependent upon class, race, level and abilities. This option is extremely important, as nothing may be particularly obvious about the fact that there is a Magic Staff buried a foot beneath the ground upon which you stand. Only a thorough investigation of the ground could possibly reveal that something was buried there. Hence, anywhere it seems likely, or you have a hunch, have everyone search for hidden items. Who knows? You may actually find something from time to time!

Sometimes there won't be a clue presented as to the whereabouts of certain items, or even that a particular item exists. It will be up to you, the great one in charge of things, to play your hunches whenever there is even the slightest possibility that something may be concealed nearby.

Moving About

Inspect Hidden Items





Secret Doors

When you search for a secret door, you have the option of doing a manual search, everyone is looking for a door on the section of the wall you are facing. Character class, level, and race play an important part in determining the ability of that character to find a secret door. You may also let someone cast the Mage Spell, *CALIFIC*. This spell will always reveal a secret door, if one is present. Obviously, secret doors are invisible unless you find them, and what's more, if you don't see them, then you can't go through them!

It is possible for One-way doors to exist as well; that is a door on one side of a wall, but not on the other. If you continually fail to find a Secret Door where you suspect one is, then there may be no way to activate the secret door from that side of the wall.

If you want to be sure no secret door exists, cast *CALIFIC*.

Dead Bodies

Inspect the current area of the Maze for other adventurers. If a party of adventurers gets left in the Maze or killed, Wizardry remembers where they are. Of course, monsters may drag them off into other areas, but usually they get tired from lugging their prey before they get too far. If you start another expedition, go down to where they are, and inspect the area. If you find the soul you're looking for, add him or her to the party. If you can't find them, the Priest spell *KANDI* may come in handy.

In order to find them, you must be close enough to them so that you could walk to where they are without going through a door. Additionally, there must be room in your party to hold the new members. Then press [I] to I)nspect the area, and [D] for D)ead Bodies.

Since it is possible to leave a party alive and well in the Dungeon, you may take another party into the Dungeon and have them Inspect for Dead Bodies where you left the previous party. The previous party will then be presented before you. Should more than ten characters be in the same area, Inspecting for Dead Bodies will only show you the first ten. You will have to pick up some of them before the others will be shown.

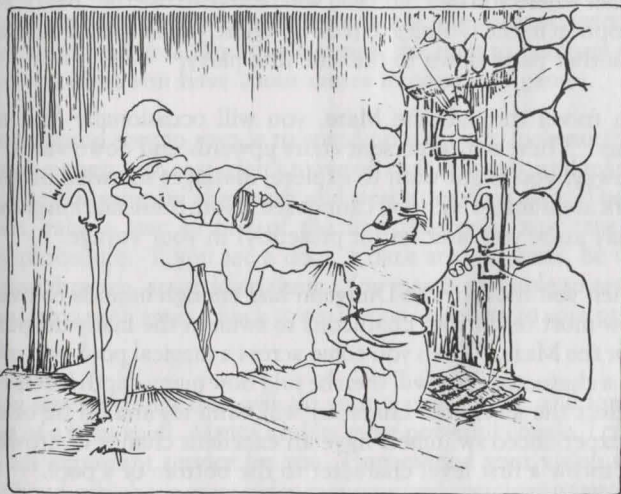




Select [P] to pick a locked door. While anyone may attempt to pick the lock, generally speaking, only a Thief or Ninja has a reliable chance of successfully doing so, dependent upon the character's level and abilities. Additionally, the Mage spell *DESTO* may provide some assistance with locked doors. See the section on Mage Spells at the back of this manual.

Failure to pick a lock means that you will have to try again. But wait a while before you do. There may be a troop of monsters on the other side blocking your way! Just take a stroll, have a few good fights, and then come back and try again. This does not apply to *DESTO*, which may be cast as often as necessary until either the door unlocks, or you determine that the lock is too difficult for you to unlock at this time.

Some doors are magically locked, and can only be opened with a special item. If this is the case, all attempts to Pick the lock or cast *DESTO* will fail.



Press [U] to use an item in the Maze. You will then be asked which character wishes to use an item. Lastly, a menu will display the items the character has and ask you which item to use for whatever purpose is intended. If the item has a magic spell then the spell will be cast. If the item has a specific purpose, such as a key, then using it on a locked door will tend to unlock the door.

If the item you wish to use is not identified (unknown), then you can't possibly know how to use it properly. If you select to use such an item, you will be told that you are trying to use an unknown item, and it *will* not be used. However, if an item casts a magic spell, such as an unknown potion, you will be allowed to use it.

Picking Locks

Using an Item





Quick Save Party and Quit Game

Press [Q] to Quick-Save your party or to Quit the current expedition. Quick-Save automatically saves your party at their current position and status with all spells cast intact, and leaves your party in the maze to continue on in their expedition. For example, if the power on your computer should suddenly fail, your characters would be intact at the point where you last Quick-Saved them. To Quick-Save your party, simply press [N] for "No" when Wizardry asks if you want to "Quit This Expedition." Again, your party will be Quick-Saved automatically.

It is recommended that you Quick-Save your party often, otherwise if the computer were "accidently" turned off, you would lose all experience and items you had gained on the current expedition!

If you answer "Quit This Expedition?" with [Y] for "Yes," your party will remain in the maze, and you will be returned to the Castle. Wizardry will remember where you quit, and you will be able to use the "Restart an Out Party" option in the Utilities to pick up where you left off. You could also take another party down to find the first party.

Graffiti

As you travel through the Maze, you will occasionally find unusual markings. These may represent stairs upwards and downwards, special passageways you might want to explore, messages scrawled on the walls and dark areas into which you cannot see. Note these markings well! For they may assist you later on (or presently) in your voyage.

Swimming Pool Blues

Just when you thought the Dungeon had enough hazards to overcome, you now must teach your characters to swim in the many magical pools that dot the Maze. When you come across a magical pool, you must first choose a character. You will then be told how many depth levels the pool has. Select the level your character will swim to, and off he or she will go. Inexperienced swimmers have an excellent chance of drowning, so do not throw a first level character to the bottom of a pool.

Pools may contain many magical benefits that the party may have need of from time to time. All pools are different. Some will have effects that others do not. Whether the effects are good or bad is often merely a matter of luck . . . the first time you dive. As a final clue, a lot of the items you may find in pools are not of the floating type.

Warnings

From time to time you may hear some strange noises while waltzing through the Dungeon (they will flash up on your screen), and that means you are probably being followed by something... Of course, it might be ahead of you too! It's so hard to tell in them durned Dungeons.





Each time you enter the Maze, you will be told that you are at the foot of the staircase which links the Castle with the first (topmost) Maze level. If you go up these stairs, you'll be back in the Castle. When you enter the Maze from the Castle, your party will be at zero east and zero north, facing north.

You may ask, who cares? Well, in order to survive in the Maze, you must know with reasonable certainty where you are and how you got there. The only way to know these things is to make accurate maps and refine them every chance you get!

Mapping is, indeed, one of the most important skills that successful Wizardry players possess. Without good maps, you will get hopelessly lost and eventually your characters will die!

Mapping is not all that difficult, but it does take a little patience. Use graph paper to chart your progress in the Maze. Be wary of nasty tricks designed to mislead you. And don't expect the map to conform to any preconceived ideas you have about mazes in computer games.

The fundamental way to map is to stand on a square, look north, map what you see; then turn east (don't move off that square!), and map what you see. Do the same for the south and west directions also. Then and only then, take a step in one of the four directions and repeat the mapping procedure. If you see a door, a dark area or stairs, be careful when going through, up or down them. You may not be able to get back! When entering such areas, check to see if you can return to your previous location.

There are several things that will aid your travels. First, and foremost, is the use of a light spell. *MILWA* and its more powerful cousin, *LOMILWA*, perform an important service for you. They extend your vision several squares ahead, which is a great aid in mapping and anticipating problems. Cultivate a Priest, and aid this character to higher levels, so that he or she will be able to cast those spells for the team. You may also purchase lanterns and torches from Boltac, serving the same purpose. Scrolls for these spells are quite rare.

No matter how diligently you map, occasionally you get turned around and have no real idea where the party is at that moment. Help is available through your Mage. A Mage may cast a *DUMAPIC* spell. This spell gives your party's location relative to the Castle stairs, and the direction your party is currently facing. So, no matter how confusing the Maze seems to get at times, a quick *DUMAPIC* spell will help you get your bearings.

Mapping

Mapping Aids




Meet the Monsters

Without some sort of challenge, Wizardry would just be a game of mapping. You will soon learn to be grateful to a particular group of individuals for providing this challenge. After all, who gathers together all the loot in the Maze so that your characters can find it in nice tidy packages? Who gives bloodthirsty adventurers something to look forward to? Who blasts ill-prepared party members to smithereens? This is the life-work of monsters. Mastering the fighting techniques described here will help you make their job less rewarding.

As your party is moving through the Maze, it will encounter many groups of monsters guarding hoards of treasure. It will surely come as no surprise that they have not assembled for a tea party. The monsters could be wandering around like you, or they may be inhabitants of a room you have just entered. Although some monsters are peace-loving vegetarians, the majority of them really do like the taste of a good "leg of adventurer," so it is likely that a fight will take place.

1) 3 Magicians	(3)
2) 4 Ugly Humanoids	(4)

DIABLO's options
 F)IGHT S)PELL P)ARRY T)AKE BACK
 H)IDE U)SE ITEM R)UN



#	Character Name	Class	AC	Hits	Status
1	SHOGUN	N-SAM	8	12	Fight
2	GENGHIS	E-FIG	7	8	Fight
3	DIABLO	E-NIN	8	4	??????
4	LARSE	N-THI	8	5	HIDDEN
5	MILAKO	N-MAG	9	4	??????
6	LENORE	E-PRI	9	6	??????

When you encounter hostile monsters, your party goes on full alert. Two windows will automatically appear. One will show you the names and number of the monsters you are facing, and the other will be used to gather instructions and report on the progress of the combat. You will also be shown pictures of the monsters you are desperately trying to overcome. Once the battle is underway, only the narration window is shown. There you'll see a description of the combat, your character's actions and the monster's actions.



Most of the time, you will only be told what the monsters look like, not what they really are. For example, their descriptions may say "Unseen Entity." This identifies the monsters as one of that nasty group. However, knowing their true identity as "Vampires" will enable you to take a better defense against them. Eventually, you will learn what it takes to defeat different types of monsters. To discern their true identities your character's I.Q. must be high enough.

Combat proceeds in rounds. Each round, both you and the monsters decide what actions to take, and then Wizardry mediates the combat. Combat is over when either side runs away or is totally defeated.

Each active character in your party will be presented with a list of options each round. The possible options are:

F)ight the monsters. To do this, the character normally must be in the first, second or third position in the party. However, certain weapons permit the party member equipped with that weapon to fight farther back in the ranks while still directly attacking the monsters.

- *Close range weapons* permit party slots 1-3 to attack monster groups 1-2.
- *Short range weapons* permit party slots 1-3 to attack monster groups 1-3, or party slots 4-6 to attack monster groups 1-2.
- *Medium range weapons* permit party slots 1-3 to attack all monster groups, and party slots 4-6 to attack monster groups 1-3.
- *Long range weapons* permit all members of the party to attack all monster groups. (Don't worry. This may sound complicated, but you'll get the hang of it quickly.)

P)arry the monsters. Generally, you only do this if there is nothing the character can do to help; it means you'll just be standing there checking out the action! Parry reduces the chance that the monsters will be able to hit the character.

D)ispel the monsters. Some monsters in the Maze are animated only through the power of great evil. If successful, dispel forces these monsters to return to the Abyss from where they came. Priests, high level Bishops and Lords have the ability to dispel monsters. They do this with varying degrees of effectiveness, depending on the power of the monsters and on how powerful the spell-caster is. You don't get any experience points for monsters you dispel.

Who's
There

Fight

Parry

Dispel





- Spell** Cast a **S)pell**. You will be asked which spell you want to cast. Type the first few letters of the spell, enough to distinguish it from the names of other spells, then press **[RETURN]**. If the spell requires a target, a certain group of monsters or a character, you will be asked for that as well.
- Use** **U)se** an item. You will be shown a list of all the items that you can use, and then you will be asked to choose one. If no screen appears with items to use, your character has no usable items.
- Run** **R)un** away. If you succeed, then the combat is over. If you don't, then the monsters get a free round of attacks.
- Hide** **H)ide** from monsters. Thieves and Ninjas may attempt to hide in the shadows, making them invisible to the monsters and not subject to attack. Of course, it is possible for a monster to spot a hidden character and then attack. It is not a fool-proof way of getting out of trouble! Also, the Thief or Ninja's ability to hide depends upon a number of factors, such as experience level, abilities, level of the monsters looking for him/her, and so on.

The Hide option is always available to the Thief or Ninja regardless of their position in the party. If they are already Hidden, the Ambush option will appear instead. Since a Thief or Ninja can advance on a monster while Hidden, they may Ambush from the last rank in the party! Likewise, they may be smashed in that rank if they are discovered.

- Ambush** **A)mbush** the monsters. If a Thief or Ninja successfully hides from the monsters, during the next combat round this option will appear. Using this option, the character may launch a surprise attack on some monster, increasing the chances to hit and doing up to two times the normal damage. There is one slight drawback however. Usually after an Ambush attack, the Thief or Ninja's position is revealed, and they are subjected to attack, regardless of their placement in the party. The better the Thief or Ninja, the less chance of becoming exposed after an Ambush attack.

Should a Thief/Ninja be Hidden and be one of the first three player positions, the Ambush option will override the normal Fight option. If you prefer to have your character Fight normally, rather than Ambush, do not select the Hide option. Additionally, if you want your character to stay Hidden, select the Parry option.

Once exposed after an Ambush attack, the Thief or Ninja may either attempt to Hide again, thus preventing the monsters from attacking him or her further, or withdraw back to the normal position in the party.





However, because your character once attempted to attack the monsters, they still hold a nasty grudge! Once exposed, the character is subject to attack, though no longer able to Ambush, until hidden again.

Any magic spell cast by a monster that affects the entire party, *will affect* a Hidden character.

Note: Even if the character's position is in the first three slots, he or she will not be subject to attack, *unless* a monster spots the character. Theoretically, a high level Thief, alone in the Dungeon, might be able to Hide and stay Hidden even after an Ambush attack. If this were to happen, the monsters would never know what hit them, and they would not be able to attack anything!

T)ake Back lets you go back to the start of the Combat option selection in case you made a mistake.

Once you have made your selections, you will have one last chance to Take Back your orders. If you press [RETURN] instead, the combat round will start.

If any character can fight (that is, he or she is equipped with a weapon that has range enough to strike the monsters), you can press [RETURN] to select the default option, Fight. If not, the default option is Parry, which is also selected by pressing [RETURN].

Occasionally you will surprise the monsters. If this happens, you are entitled to a free round of attacks, with the restriction that you cannot cast spells. Needless to say, sometimes your party will be surprised, which has far less pleasant effects. Certain peaceful monster types may offer your party a truce. If you agree, the monsters will politely scam, letting you go about your business. If you refuse a truce, however, combat will begin.

Note: monsters, like adventurers, may be inclined either toward good or evil. Strange things have been known to happen to those who respond inappropriately to peaceful overtures in the Maze.

Take Back

A Combat Short-cut

**Surprise!
Surprise!
Surprise!**





General Combat Notes

Generally, the only party members who can suffer damage from a physical attack by monsters are the first three characters. However, some monsters can bend the laws of the universe! They'll sneak up on your lowly Mage, cowering in the sixth position, and squash him to bits! For instance, a Giant (not of the New York variety) may step over some of your characters to get at the weaklings in the rear (again, squashing them to bits)! Additionally, a Spirit may float through the wall behind your party determined to attack! Lastly, monsters may cast spells on any or all members of the party.

Should one of your characters die in combat, he or she will automatically be shifted to the "dead-last" position in the party at the end of the round. The deceased will be hauled around by the living adventurers until revived or removed from the party. This will mean, of course, that the party member previously in fourth place will move up to the number-three slot, rendering him or her vulnerable to attack. This character will be able to fight as well, with whatever weapons come in handy. Keep this in mind when organizing and equipping your party.

Whew! When all is said and done!

When a combat is over (and you have survived), you will be told how many experience points each surviving member of the party will be awarded for his or her brave conduct. You don't earn any points for monsters who run away or for dispelling monsters. You'll also find out how many gold pieces each character earns. Regrettably, some groups of monsters are security-conscious and like to hide their money and other valuables in treasure chests.





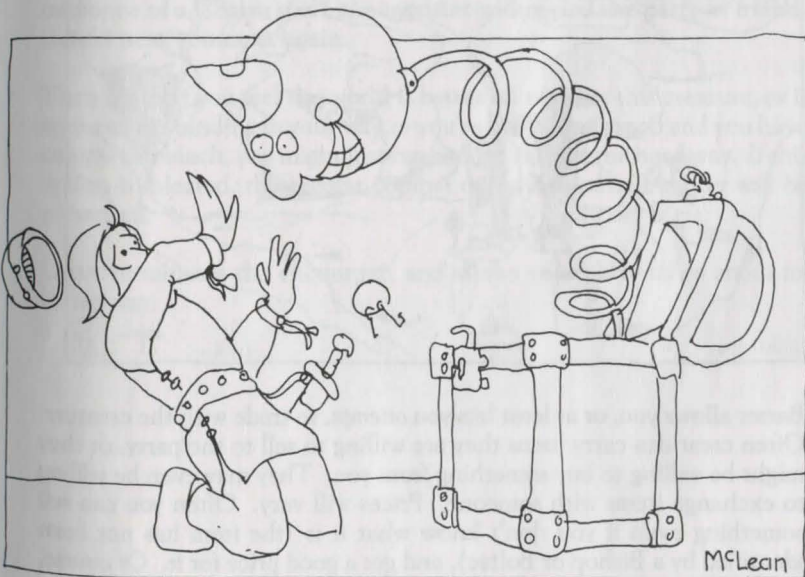
Chests usually have traps on them and this is where your Thief (or Ninja) comes in handy. When you are confronted with a chest, you will have the following options:

Treasure Chest Options

- **O)pen** the chest, blindly hoping that there is no trap on it.
- **I)nspect** the chest for a trap, praying that you don't set the trap off in the process.
- **C)ALFO** (priest spell) the character performs a magical inspection of the chest's trap.
- **D)isarm** the trap, assuming you think you know what it is.
- **L)eave** the chest alone, and give up the goodies.

For each of these options, you will have to specify who is to perform the operation. Normally this will be your Thief (or your Priest in the case of casting *CALFO*). If you attempt to Disarm the trap, you will have to type in the trap's name. Spelling counts!

Needless to say, your Thief or Ninja is much better at inspecting and disarming than anyone else. Even so, when just a novice, the character will be pretty inept and things will blow up in his or her face fairly often. Fortunately, most of the traps on the first level won't kill characters outright unless they are already hurt.





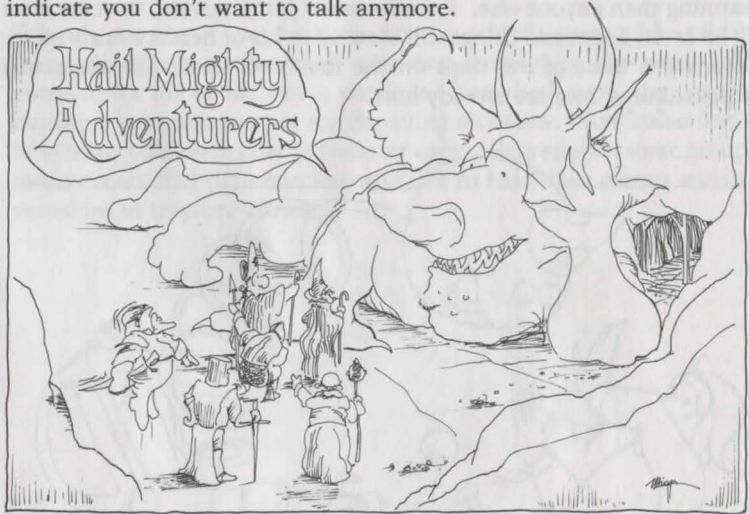
You will find that not all of the monsters in the Dungeon attack immediately, and certain monsters can be very friendly with the party and interact with them in various ways. These monsters are called Non-Player Characters (NPC). When encountering an NPC, the party has several options available to them:

Talk

This option allows your character to communicate with the creature verbally (if it will listen). This option is incredibly useful for gathering information and clues! Just think... these individuals may know what the heck is going on in the game among other things. If you select the talk option, you will first be asked who will do the talking. Once you have selected the gabber, you will see the following:

(CHARACTER'S NAME):>

Type in what you want to say. If the monster can decipher your gibberish, it may actually respond with a tidbit or two. Just press [RETURN] at the prompt to terminate the conversation, say Good-bye or otherwise indicate you don't want to talk anymore.



Barter

Barter allows you, or at least lets you *attempt*, to trade with the creature. Often creatures carry items they are willing to sell to the party, or they might be willing to buy something from you. They may even be willing to exchange items with someone. Prices will vary. Often you can sell something even if you don't know what it is (the item has not been identified by a Bishop or Boltac), and get a good price for it. Of course, what they sell you is often a mystery as well.





This is the universal gesture of friendship. Sometimes an interactive creature is not interested in trading, or has no gold with which to buy. In this case, it is often necessary to give it something, should you feel it wise to put the object in question in its hands. Of course, the creature will usually keep the object, so don't give it everything you own! As was said before, it can be a very friendly gesture, and often it is the only way to make friends with someone. However, if the creature hates your guts, it might just think of you as suckers and attack anyway.

Ahhh the life of the artful dodger! Here, we finally see our Thief or Ninja at his or her best, attempting to relieve the encountered creature of any interesting items or gold it may be carrying. Of course, if your character gets caught, the monster will usually attack and will view the party in an unfavorable light from then on. It is best to be careful from just whom one flitches. Then again, come to think of it, some monsters have been known to get caught dipping their fingers into a party member's purse as well.

KATU casts the Priest spell of Charm. Depending upon the level of the caster, *KATU* will attempt to sooth the savage beast. If it works, the monster will at least regard the party in a neutral light, if not a favorable one. This option is extremely useful with otherwise hostile entities. Often, if given an amount of gold, or perhaps an item while under the influence of a Charm spell, the monster will regard the party as friends should next you meet again.

Then again, if you feel the world is better off without this creature, or it seems to be standing in your way, or you're in a killing mood and you have an upset stomach, you might just have to get rid of it the hard way. If this option is selected, the regular combat options discussed earlier will be presented.

Leave terminates the encounter, and allows your party to go about its merry way.

Give

Steal

Katu

Fight

Leave





Lowering Your Insurance Premiums

Don't be Afraid to Run

The first rule of the successful Wizardry player is "Thee who turns and runs away, lives to run another day." Don't be ashamed to run from encounters where the monsters have the upper-hand. When first starting out, run back to the Castle often (even after each encounter) to rest, replenish your spells, and heal your wounded. Never go deeper into the Dungeon until you are quite comfortable on the current level. Avoid the temptation to take on "just one more encounter."

Easy on the Spells

Use your spell-casting characters wisely. When you are fighting your first few groups of monsters, cast a *KATINO* spell, knocking out the opposition so that you'll have plenty of leisure time in which to eliminate them. Naturally, this will not work against certain monsters, and you'll have to run away from these creatures until you become more powerful.

About that Poison

If your characters become poisoned, and you don't have magical means to cure them, run for the Castle as quickly as you can! Keep an eye on the victim's hit points! If they go down to 1 or 2, go to Camp and cast a healing spell if you have one. If you get any monster encounters on your way back, run away. You lose hit points by poison much faster in combat.

Make Backups

Nothing is more frustrating than spending several hours helping your favorite characters reach a new level of achievement, only to have the family dog gobble the diskette upon which they reside. Fortunately, it's easy to make backup copies of your characters. To do this, place a write-protect tab on the Scenario Diskette "A" that contains your characters, then enter the Make Scenario Disk option and use it to copy this disk. When you are asked to insert a Master Disk, insert your write-protected Scenario Diskette instead. In a few minutes, you'll have an identical copy of your characters. Be sure to put the new copy away in a safe place. Don't forget to remove the write-protect tab after you are finished making the copy, otherwise any new achievements by your characters will not be recorded properly.

Don't Press Reset

Occasionally, when your characters get into trouble, you may be tempted to press the [RESET] key or turn off your computer. You will invariably do it when the computer is writing to the diskette, which will make the diskette unreadable. If this happens your characters will be vaporized. Please resist this temptation. Even if the worst comes to pass and your characters are killed, you can still round up some other characters and go on a rescue expedition.





Wizardry is a very popular game, and several people have written "cheat" programs that let you create "super" characters. Much to the chagrin of these fellows, these cheat programs will not work with *Heart of the Maelstrom*! Just in case, we recommend that you do not use these programs for three reasons:

- The cheat programs are unreliable and may damage your diskettes.
- They destroy much of the challenge of the game. In the long run, it isn't much fun to play with a set of characters that simply cannot be hurt.
- Sir-tech Software will not repair your disk if it has been damaged by a cheat program. A young Mage in our office can see the evidence of tampering!

About Cheat Programs





Magic Items

The acquisition and careful use of magic spells and items is of the greatest importance to the successful adventurer. In many situations, the right spell can mean the difference between life and death.

Magic items range from potions and scrolls with limited effects to artifacts mentioned in strategic arms limitation treaties. Some can actually be purchased in the Trading Post as readily as your grocer sells you a can of cheese dip. But most of the really important ones are found only after many hair-raising adventures in the depths of the Maze.

Magic items may do one or more of the following:

- Cast a spell or have magical abilities you may invoke.
- Alter Armor Class.
- Change fighting ability.
- Protect against certain monsters or be helpful in killing them.
- Be usable only by certain character classes.
- Increase the character's resistance to magic spells.

When magical items are first discovered in the Maze, their true nature is not known. Only Bishops and Boltac's Trading Post can identify them. Even so, some items may have hidden qualities that you'll have to discover for yourself.

Magic Spells

There are a total of sixty-three spells divided into Mage and Priest categories. Each category is divided into seven levels, with the most potent spells at the higher levels. Following is a complete description of all the spells you can cast. For each spell, we've given you the name, a rough translation, the power level, where it can be cast, what it will affect and a brief description of its affects.

In some of the spell descriptions, you will see a range of damage that the spell inflicts when it is cast, or a statement that the spell affects all the monsters in a group. However, there are three ways in which an individual monster can avoid some or all of the spells effects. All monsters and players have a chance of dodging some or all of the effects of a spell. If the spell is a damage spell, then the damage might be cut in half or quartered; if an "all-or-nothing" spell, the spell might have no effect at all! Monsters may be naturally resistant to a particular type of spell. For example, throwing balls of fire (MAHALITO, for example) at Fire Giants is not likely to impress them. They'll probably laugh at you! A few monsters have the ability to occasionally avoid the effects of a spell completely.





Spell Name: HALITO
Translation: LITTLE FIRE
Cast When: Combat
Affects: 1 Monster
 HALITO causes a flame ball about the size of a baseball to strike a monster, inflicting from one to eight hit points of damage.

Spell Name: MOGREF
Translation: BODY IRON
Cast When: Combat
Affects: Caster
 MOGREF reduces the spell-caster's AC (Armor Class) by two points. This protection lasts for the rest of the encounter.

Spell Name: KATINO
Translation: BAD AIR
Cast When: Combat
Affects: 1 Group
 KATINO causes most of the monsters in a group to fall asleep. KATINO only affects normal animal or humanoid monsters, and the duration of its effect is inversely proportional to the power of the monster. Sleeping monsters are easier to hit and successful attacks do double damage!

Spell Name: DUMAPIC
Translation: CLARITY
Cast When: Camp
Affects: Entire Party
 DUMAPIC grants you insight into your party's position in the Maze: the exact vertical displacement from the stairs leading to the Castle (for example, North and East or West and South), and the direction you are currently facing.

Level 1
Mage Spells





Level 2 Mage Spells

Spell Name: **PONTI**
Translation: **SPEED**
Cast When: **Combat**
Affects: **1 Person**

PONTI increases the speed of the party member so that he may strike more times per round of combat. This indirectly increases the chances to hit a monster. It also reduces the Armor Class (AC) of the recipient by one.

Spell Name: **MELITO**
Translation: **LITTLE SPARKS**
Cast When: **Combat**
Affects: **1 Group**

MELITO sprays one monster group with sparks and does 1 to 8 hit points of damage on each affected monster.

Spell Name: **DESTO**
Translation: **UNLOCK**
Cast When: **Exploring**
Affects: **Caster**

DESTO attempts to unlock a door as if the caster were a Thief of the same experience level. This may be cast as often as necessary until either the door unlocks, or you run out of patience (or spells).

Spell Name: **MORLIS**
Translation: **Fear**
Cast When: **Combat**
Affects: **1 Group**

MORLIS makes Monsters to fear the party, causing them to flee and/or cower. Afraid monsters may not be able to strike against the party, and sometimes they are not able to execute their desired action. The monsters' AC is also raised.

Spell Name: **BOLATU**
Translation: **HEART OF STONE**
Cast When: **Combat**
Affects: **1 Monster**

BOLATU attempts to solidify one monster by turning it to stone.



Level 3 Mage Spells

Spell Name: **CALIFIC**
 Translation: **REVEAL**
 Cast When: **Exploring**
 Affects: **Caster**

CALIFIC will always reveal a secret door if one is present on the wall the party is facing.

Spell Name: **MAHALITO**
 Translation: **BIG FIRE**
 Cast When: **Combat**
 Affects: **1 Group**

MAHALITO causes a fiery explosion to erupt amid a monster group, doing four to twenty-four hit points of damage.

Spell Name: **CORTU**
 Translation: **MAGIC SCREEN**
 Cast When: **Combat**
 Affects: **Entire Party**

CORTU erects a magic screen relative to the level of the caster to prevent magic spells from affecting the party. Each successive casting adds to the barrier. It even helps protect against "breathing" monsters.

Spell Name: **KANTIOS**
 Translation: **DISRUPTION**
 Cast When: **Combat**
 Affects: **1 Group**

KANTIOS attempts to disrupt one monster group. The spell interferes with any action requiring some mental thought by the monsters (casting spells, breath, calling for help). Any monster or person affected may not be able to execute some options otherwise normally available.





Level 4 Mage Spells

Spell Name: **TZALIK**
Translation: **THE FIST OF GOD**
Cast When: **Combat**
Affects: **1 Monster**

TZALIK invokes a powerful heavenly force and does 24-58 hit points of damage on one monster.

Spell Name: **LAHALITO**
Translation: **TORCH**
Cast When: **Combat**
Affects: **1 Group**

LAHALITO is an "industrial-strength" version of **MAHALITO**, and inflicts 6-36 hit points of damage.

Spell Name: **LITOFEIT**
Translation: **LEVITATE**
Cast When: **Any Time**
Affects: **Entire Party**

LITOFEIT levitates the party several inches above the ground, thus preventing them from doing stupid things like falling into pits or tripping over traps. Since "walking on air" causes the party to move quietly, this spell greatly reduces the chance of the party being surprised.

Spell Name: **ROKDO**
Translation: **STUN**
Cast When: **Combat**
Affects: **1 Group**

ROKDO attempts to stun one monster group. It is like **KATINO** except that it petrifies the monsters, making it much harder for them to recover.





Level 5 Mage Spells

Spell Name: **SOCORDI**
 Translation: **CONJURING**
 Cast When: **Combat**
 Affects: **1 Group**

SOCORDI conjures a group of monsters from one of the elemental planes to come and fight for the party.

Spell Name: **MADALTO**
 Translation: **FROST KING**
 Cast When: **Combat**
 Affects: **1 Group**

MADALTO brings down a great blizzard on the monsters that causes 8-64 hit points of snowy, icy damage.

Spell Name: **BACORTU**
 Translation: **FIZZLE FIELD**
 Cast When: **Combat**
 Affects: **1 Group**

BACORTU creates a fizzle field around one monster group. Unlike the Priest Spell, *MONTINO*, the field around the monster cannot be resisted. It can be a highly effective way of preventing monsters from burning the party with magic. The strength of this spell is relative to the experience level of the caster.

Spell Name: **PALIOS**
 Translation: **ANTI-MAGIC**
 Cast When: **Combat**
 Affects: **All Monsters**

PALIOS greatly reduces magic screens erected by the monsters and dispels monster-caused fizzle fields around the party.

Spell Name: **VASKYRE**
 Translation: **RAINBOW RAYS**
 Cast When: **Combat**
 Affects: **1 Group**

The effects of *VASKYRE*'s penetrating rays are random, but they are generally quite devastating.



**Level 6
Mage
Spells**

Spell Name: **MAMOGREF**
Translation: **WALL OF FORCE**
Cast When: **Combat**
Affects: **1 Person**

MAMOGREF creates a virtually impregnable wall of force of AC -10 around one party member.

Spell Name: **ZILWAN**
Translation: **DISPEL**
Cast When: **Combat**
Affects: **1 Monster**

ZILWAN will dispel one monster of the "Undead" variety, causing 500 - 1000 points damage.

Spell Name: **LOKARA**
Translation: **EARTH FEAST**
Cast When: **Combat**
Affects: **All monsters**

LOKARA attempts to have the earth around the monsters open up and swallow them, but it does not affect some monster types.

Spell Name: **LADALTO**
Translation: **ICE STORM**
Cast When: **Combat**
Affects: **1 Group**

LADALTO is a super high-powered MADALTO, and does 34-98 damage to one monster group.



Level 7 Mage Spells

Spell Name: **MALOR**
Translation: **TELEPORT**
Cast When: Any time
Affects: Entire Party

When cast in Combat, **MALOR** randomly teleports the party to another location on the same level. When cast in Camp, the caster can select the destination precisely. Teleporting outside the Maze, or into an area of solid rock, will have catastrophic results.

Spell Name: **MAHAMAN**
Translation: **BESEECH**
Cast When: Combat
Affects: Variable

A Call upon the Gods for favors. This spell cannot be cast except by a Level 13 character or greater and the caster is drained 1 level of experience if successfully cast. However, the wish granted is by the choice of the caster, and often the benefits far outweigh the price.

Spell Name: **TILTOWAIT**
Translation: **KA-BLAM!**
Cast When: Combat
Affects: All Monsters

The effect of this spell is somewhat like the detonation of a small, tactical nuclear weapon, and causes from 10-100 hit points of damage to all the monsters opposing the party!

Spell Name: **MAWXIWTZ**
Translation: **MADHOUSE**
Cast When: Combat
Affects: All monsters

MAWXIWTZ is a super-charged **VASKYRE**, causing utter havoc and pandemonium in the monster ranks.

Spell Name: **ABRIEL**
Translation: **DIVINE MAGIC**
Cast When: Combat
Affects: Unknown

No one we know has ever learned this spell, hence its exact effect is unknown. Rumor has it that this is a spell often employed by the Gods when they want to battle other Gods that they despise.





Level 1 Mage Spells

Spell Name: **DIOS**
 Translation: **HEAL**
 Cast When: Any time
 Affects: 1 Person

DIOS restores from one to eight lost hit points to a party member. It will not bring the dead back to life.

Spell Name: **BADIOS**
 Translation: **HARM**
 Cast When: Combat
 Affects: 1 Monster

BADIOS inflicts from one to eight hit points of damage upon a monster. It is the inverse of *DIOS*.

Spell Name: **MILWA**
 Translation: **LIGHT**
 Cast When: Any time
 Affects: Entire Party

MILWA causes a softly glowing magical light to accompany the party, illuminating more of the Maze. The light lasts only a short time.

Spell Name: **KALKI**
 Translation: **BLESSINGS**
 Cast When: Combat
 Affects: Entire Party

KALKI reduces the AC (Armor Class) of all party members by one point, and thus makes them harder to hit.

Spell Name: **PORFIC**
 Translation: **SHIELD**
 Cast When: Combat
 Affects: Caster

PORFIC lowers the AC of the caster by 4 points. The effect lasts for the rest of the combat.





Level 2
Priest
Spells

Spell Name: **KATU**
 Translation: **CHARM**
 Cast When: **Encounter (Combat/NPC)**
 Affects: **1 Monster/1 Group**
 When **KATU** is cast in combat, it attempts to charm the monsters, thus preventing them from attacking the party. Any monster charmed will likewise be easier to hit. When cast in non-combat situations (interactive encounters), the spell attempts to charm the Non-Player Character (NPC) so that it regards the party in a friendly manner.

Spell Name: **CALFO**
 Translation: **X-RAY**
 Cast When: **Looting**
 Affects: **Caster**
CALFO permits the caster to determine the nature of a trap on a chest with excellent reliability.

Spell Name: **MONTINO**
 Translation: **STILL AIR**
 Cast When: **Combat**
 Affects: **1 Group**
MONTINO causes the air around a group of monsters to stop transmitting sound, thus preventing them from casting spells!

Spell Name: **KANDI**
 Translation: **LOCATE DEAD SOUL OR BODY**
 Cast When: **Camp**
 Affects: **Caster**
KANDI gives direction of the person the party is attempting to locate and retrieve relative to the position of the caster.





Level 3 Priest Spells

Spell Name: **LATUMAPIC**

Translation: IDENTIFY

Cast When: Any time

Affects: Entire Party

LATUMAPIC reveals the true names of all the monsters you meet. The effects of this spell are long-lasting.

Spell Name: **DIALKO**

Translation: SOFTNESS

Cast When: Any time

Affects: 1 Person

DIALKO cures paralysis, and wakes up someone who is asleep.

Spell Name: **BAMATU**

Translation: PRAYER

Cast When: Combat

Affects: Entire Party

BAMATU is a triple-strength *KALKI* spell. It reduces the AC of each party member by three points for the duration of the combat.

Spell Name: **LOMILWA**

Translation: SUNBEAM

Cast When: Any time

Affects: Entire Party

Like *MILWA*, *LOMILWA* causes a softly glowing magical light to accompany the party, illuminating more of the Maze. The effects of *LOMILWA*, however, last much longer.

Spell Name: **HAKANIDO**

Translation: MAGIC DRAIN

Cast When: Combat

Affects: 1 Monster

HAKANIDO attempts to drain the monster of high level magic power, thus reducing the level of spells that it is able to cast.





Level 4
Priest
Spells

Spell Name: **DIAL**
Translation: **CURE**
Cast When: Any time
Affects: 1 Person

DIAL is an improved *DIOS* spell. It restores 2-16 hit points to a party member.

Spell Name: **BADIAL**
Translation: **WOUND**
Cast When: Combat
Affects: 1 Monster

BADIAL is the inverse of *DIAL*. It inflicts 3-32 hit points of damage upon a monster.

Spell Name: **LATUMOFIS**
Translation: **CLEANSE**
Cast When: Any time
Affects: 1 Person

LATUMOFIS removes the effects of poison.

Spell Name: **MAPORFIC**
Translation: **BIG SHIELD**
Cast When: Any time
Affects: Entire Party

MAPORFIC is an improved longer-lasting version of *PORFIC*. This is the best, overall defensive spell.

Spell Name: **BARIKO**
Translation: **RAZOR WIND**
Cast When: Combat
Affects: 1 Group

BARIKO sends blades through a single monster group and causes 6-15 hit points of damage.





Level 5 Priest Spells

Spell Name: **DIALMA**
Translation: **BIG CURE**
Cast When: Any time
Affects: 1 Person

DIALMA is an improved *DIAL* spell. It restores 3-24 hit points to a party member.

Spell Name: **DI**
Translation: **LIFE**
Cast When: Camp
Affects: 1 Person

DI attempts to resurrect a dead character. If successful, the restored character will have but one hit point. If the spell fails, the dead character will dwindle to ashes! Unfortunately, *DI* cannot resurrect a character who is in such an ashen mess. This spell is not as effective as the one cast by the Priests of the Temple of Cant.

Spell Name: **BAMORDI**
Translation: **SUMMONING**
Cast When: Combat
Affects: Entire Party

BAMORDI attempts to summon one group of monsters from the elemental planes to fight for the party.

Spell Name: **MOGATO**
Translation: **ASTRAL GATE**
Cast When: Combat
Affects: 1 Monster

MOGATO attempts to banish one monster of the Demon-type variety back into the planes from which it originated.

Spell Name: **BADI**
Translation: **DEATH**
Cast When: Combat
Affects: 1 Monster

BADI attempts to give the target a heart-attack. If successful (and the target must have a heart for this to be so) the monster dies!





Spell Name: **LOKTOFEIT**
 Translation: **RECALL**
 Cast When: Any time
 Affects: Entire Party

LOKTOFEIT causes all party members to be teleported back to the Castle with all of their equipment and gold. One side effect — after it is cast, the caster forgets the spell and must relearn it. There is a chance this spell will not work.

Spell Name: **MADI**
 Translation: **RESTORE**
 Cast When: Any time
 Affects: 1 Person

MADI totally restores the recipient to perfect health, so long as he or she is not dead or worse. It is important to recognize that in the world of Wizardry, there are things that are worse than death.

Spell Name: **LABADI**
 Translation: **LIFE STEAL**
 Cast When: Combat
 Affects: 1 Monster

LABADI drains all but 1-8 hit points from one monster, and is able to channel that energy back into the caster, healing him or her for a substantial amount of the damage drained from the monster. Monsters casting the spell are likewise healed.

Spell Name: **KAKAMEN**
 Translation: **FIRE WIND**
 Cast When: Combat
 Affects: 1 Group

KAKAMEN does 18-38 damage on one monster group.

Level 5
 Priest
 Spells





Level 7 Priest Spells

Spell Name: **MABARIKO**
 Translation: METEOR WINDS
 Cast When: Combat
 Affects: All monsters
 MABARIKO pelts all monsters with boulders doing 18-58 damage.

Spell Name: **IHALON**
 Translation: BLESSED FAVOR
 Cast When: Camp
 Affects: 1 Person
 IHALON grants a special favor to one party member. The spell is forgotten after being cast, and must be relearned.

Spell Name: **BAKADI**
 Translation: DEATH WIND
 Cast When: Combat
 Affects: 1 Group
 BAKADI attempts to slay outright all of the monsters in a group.

Spell Name: **KADORTO**
 Translation: REBIRTH
 Cast When: Camp
 Affects: 1 Person
 KADORTO restores the dead to life, even those reduced to ashes! It also restores all of the recipient's hit points. As with *Di*, there is a chance that KADORTO will fail. If a character who is in ashes fails to be resurrected by KADORTO, he or she will be lost forever.

Magic Resistance Spells

Some monsters are able to resist many of the kinds of spells that would normally affect them; fire spells or death spells are a couple of examples. For some unknown reason, these monsters were born (or hatched or fabricated) with this resistance ability! However, some of your characters' spells can be of value in defeating these no-gooders. Magic Screens (*CORTU*) and Fizzle Fields (*BACORTU*), although they do not affect the monster directly, cannot be resisted by the monster, so it reduces its defenses.

Both Magic Screens and Fizzle Fields have a relative strength, based upon the level of the person casting it. For example, your level 8 Mage could most likely fizzle the spell of a level 7 Mage; however, it could hardly be expected, except by a fluke, to cause a spell cast by a Level 25 Mage to fizzle. Luckily, the effects of these spells are cumulative, that is, two Magic Screens are better than one.





Both Magic Screens and Fizzle Fields deteriorate with every round of combat as the opponents' spells bash off them. Don't expect them to last forever! If you want to keep up your defenses, you will have to replenish the fields and screens by casting the spells again.

Also, the Anti-Magic spell *PALIOS* can help the party should it find itself the victim of a Fizzle Field, or it can reduce magic screens erected by the monsters. Of course, it has to be successfully cast to have an effect, and should the party find itself in a Fizzle Field too strong to cast through, the only thing to do is wait it out and hope that the Fighters are up to snuff.

Although Magic Screens can often prevent damage from Breath attacks as well as magic ones, substances in the breath tend to reduce the screen very quickly. Monsters do not use mouthwash.

Summoning spells are extremely powerful, in spite of their random choosing. When the caster raises both hands high in the air and intones the magical manuscript, the astral gates open (hopefully), and monsters arrive to help the party. Sometimes, a brood of lowly skeletons will appear... ah, but... perhaps a monster with even greater abilities than your party could ever hope to possess will explode through the gates to terrorize the unlucky onlookers!

As long as the gate has not been recently opened, the summoning spells will usually work. However, once you have summoned one group of monsters, you may not summon another group until the first group dies or the encounter is ended.

Yet, there is still another large benefit to the summoning process! Often the monsters that the party is fighting will attack the conjured monsters instead! In other words, the attacks meant for your characters will be absorbed by the monsters, saving you the pain (not to mention the healing spells)! If all of the monsters are killed off fending for your life, don't despair; the gates will be available for summoning again.

Conjuring and Summon- ing Spells





Age: As adventuring in the Maze is a strenuous occupation, characters over the age of 50 will gradually become more feeble. Eventually characters can die of old age.

Alignment: A character's ethical bent; either good, neutral or evil.

Armor Class: The degree of protection from attack enjoyed by an adventurer.

Castle: The center of activity in the game. The Tavern, Adventurers Inn, Temple and Trading Post are located in the Castle. The Training Grounds is nearby and the entrance to the Maze is situated directly underneath.

Character: One of up to twenty persona through whom you live out an adventure. Each character has unique capabilities, strengths and weaknesses, partly determined by the player, partly by luck and partly by experience. A group of up to six characters adventuring together make up a party.

Class: A character's occupation. Classes include Fighter, Mage, Priest, Thief, Bishop, Samurai, Lord and Ninja.

Death: What happens to characters when their hit points go to zero. Death is to be avoided, as getting yourself resurrected is inconvenient and expensive.

Divvy Gold: All the party's gold is pooled, and then split evenly among the party's members.

Equipping Items: The process of placing some of a character's own items in a position to be used during combat.

Experience Points: A numerical representation of a character's proficiency. Party members surviving fights with monsters earn experience points based on the difficulty of the encounter. When characters accumulate enough experience points, they may become more powerful by attaining to a higher level.

Fizzle Field: A magical barrier erected in front of a monster group causing their spells to fizzle before they reach the party.

Gold: The currency in circulation in and around the Castle.

Hit Points: The amount of damage a character can sustain before death.

Identify an Item: Determine the true nature of an item. Bishops can perform this function without charge; Boltac will help you out for a modest fee.

Item: An object carried or found by characters. Items include weapons, armor and other things with which characters may equip themselves from time to time. Items may be traded among characters or bought and sold in the Trading Post. Some items have magical and/or cursed properties.

Level: The word "level" has three distinct meanings in Wizardry. The Characters' level of ability gradually rises with experience. Spells have seven different power levels. The Maze has several floor levels.

Magic Screen: A magical barrier erected in front of the party to prevent or reduce the affects of a monster's spell.





Map: What every adventurer needs to negotiate the corridors of the Maze. It is a drawn representation of the Maze with coordinates, doors and the like.

Marks: The number of monsters a character has killed.

Maze: The system of underground passageways in which the adventure takes place. The party travels through the Maze questing for adventure, loot and the resolution of their mission. The Maze is displayed in 3-D perspective.

Monsters: Creatures found in the Maze, usually hostile to members of your party. Monsters travel in groups, as your characters do, and sometimes guard treasure chests.

Non-Player Character: A monster that you meet in the game with which you can interact on a level other than only fighting. Often, these characters have valuable clues and items for successful completion of the Scenario.

Party: A group of up to six characters assembled from the roster for an expedition. Party members must be of compatible alignment.

Pool(ing) Gold: Assigning all the gold held by the party to a single character.

Race: A character belongs to one of 5 races: human, elf, dwarf, gnome or hobbit.

RIP: The number of times a character has been killed.

Roster: The field of characters from which several may be selected to adventure together. Up to twenty characters may reside on the roster.

Spell: A magical formula used to invoke supernatural aid. Certain character classes are particularly adept at learning spells. To cast a spell, you must know it and have an appropriate spell point.

Spell points: Each spell point lets you cast one spell of that particular level.

Status: A description of what condition your characters are in.

Swimming Pools: Magical watering holes into which party members may dive to varying depths to their benefit, or, perhaps, detriment.

Trap: One of a number of nasty gadgets that can either be attached to treasure chests or strategically placed in the Maze.

Treasure: Gold and valuable items found in the Maze, usually guarded by monsters.

Treasure Chest: A sealed box, frequently guarded by monsters, containing gold and items. May be hard to open and may not treat you very nicely even if you do eventually get it open.

You: Have reached the end of the manual. Now go have some fun! Enter then, if you dare, the Heart of the Maelstrom.



Wizardry®

A Fantasy Role-Playing Simulation by
D.W. Bradley

Playmaster's Guide

BANE OF THE COSMIC FORGE



SIR-TECH

NOTE: Wizardry VI originally came on two disks. These disks A and B have been combined on one disk labeled DISK A&B. Just press return when asked to insert either disk.

Bane of the Cosmic Forge has its own installation program which will help you to install Wizardry on floppy disks or your computer's hard disk. Because the programs on the floppy disk (labeled disk A&B) that came in your package are archived, the programs cannot run without first going through the installation process. Depending on the type of disks you install Wizardry VI to, you'll need the amount of disks or drive space listed below. Label the floppy disks you create alphabetically.

Type of Disk	Amount Needed to Install
5.25 Low Density	11 formatted disks
5.25 High Density	3 formatted disks
Hard (Fixed) Drive	2.4 megabytes of free space
3.5 Low Density	Call us for custom disk split routines
3.5 High Density	Call us for custom disk split routines

To begin the installation program, just put master disk A&B (3.5) into your floppy drive. Log on to that drive and type WINSTALL. Once you begin the installation program, Wizardry VI will ask you to select among various options:

1. Source Drive: The drive Wizardry will copy its information from, like A: or B:. Change the description of the drive to 3.5L (720K) regardless of the actual disk type in the drive. Wizardry will understand and install the programs correctly.
2. Destination Drive: The drive Wizardry will install its information to, like C:
3. Graphics Mode: Wizardry VI supports many different graphics modes, including 16-color Tandy. It does not support VGA. On your screen, you'll see the graphics modes your computer supports. Select the best graphic mode for your computer.
4. Sound: Wizardry VI can provide digitized sound through an AdLib, Covox VoiceMaster or SoundMaster, Creative Labs SoundBlaster or your PC's internal speaker.
5. Mouse: If you have a Microsoft mouse 2.0 or higher or a compatible, you may run Wizardry VI entirely by mouse.

To move between choices, use the arrow keys. To change an option, press RETURN. Once you have finished selecting among the options, select FULL INSTALL. You may also change the program's configuration after it has been installed. Use the CONFIG ONLY option. Quit the install program by selecting ABORT INSTALL.

If you have already installed Wizardry VI, but want to change the graphics option, from CGA to EGA for example, you must do a full install; you cannot select CONFIG ONLY.

ADJUSTING THE CONFIG.SYS FILE

For optimum performance, Wizardry VI needs at least 15, preferably 20 or more, files open within your system. Using any standard editing program (including DOS 5.0 and 6.0 EDIT), adjust or add the following line to your CONFIG.SYS file: FILES=20

MEMORY REQUIREMENTS

Wizardry VI needs approximately 560K of free RAM to run properly. To determine the amount of memory you have free, just run CHKDSK or MEM (DOS 5.0 and 6.0). Should they report less than 560K, there are several things you can do. First, check your AUTOEXEC.BAT file for memory resident programs. You may need to remove them before beginning Bane of the Cosmic Forge. Some memory resident programs slow Wizardry VI down; the program may seem sluggish and slow to respond to your key inputs. If you do not want to remove your memory resident programs from your hard drive boot up routine, consider creating a separate boot disk.

SAVE GAME DRIVE

You may save your game to any disk drive. Once you have entered Wizardry, select the DISK option. Next, select GAME CONFIGURATION. Using the UP and DOWN arrow keys, move to the Save Game Drive option.

- **Hard Disk:** To save your game to your hard drive, leave this field blank. Wizardry will save your game to the default directory (the same directory where you installed the program). If you wish to save your game to a different directory, however, type the letter of the drive followed by the correct path and a backslash. For example, C:\BANE\. If you would like to save it to another directory or path, the directory must exist beforehand; Wizardry VI will not make the directory for you.
- **Floppies:** If you would like to save your game to a floppy drive, just type the letter of your drive, usually A: or B:. Before you save a game, however, make sure your disks are formatted ahead of time. We recommend you save your game to a floppy on a regular basis for backup purposes. In case something happens to your save game, you have a recent backup.

TANDY 1000 OWNERS

Tandy 1000 computers normally come configured with DOS and 64K of graphics memory. Unfortunately, this doesn't leave Wizardry all the room it needs to operate. Using the SETUP program on your master system disk, you can adjust the amount of memory used by graphics memory. Wizardry VI requires only 32K of graphics memory; change 64K to 32K. When you reboot your system, you should have approximately 572K available. You may need to change the setting back to 64K to run other programs. If your Tandy has one 3.5" high density drive you can run this program. Please call us for instructions.

REINSTALLING BANE AND KEEPING YOUR CHARACTERS

1. Beginning in your current Bane of the Cosmic Forge directory, copy the files PCFILE.DBS and SAVEGAME.DBS to a floppy disk or to a different directory on your hard drive.
2. Then, delete all the files within the Bane of the Cosmic Forge directory.
3. Reinstall Bane of the Cosmic Forge to your hard drive using the WINSTALL.EXE program.
4. Copy the files from step #1 to your new Bane directory.

TROUBLESHOOTING

For troubleshooting, please check the Crusaders of the Dark Savant reference card or the customer service section of this manual.

Wizardry V Credits

Written and Programmed by D.W. Bradley
Playmaster's Guide Written by Brenda Garno
Edited Wizardry Trilogy 2 Addendum by Brenda Garno
IBM, Macintosh and Amiga Tech Programming Gary Speegle
Computer Graphics Chris Appel, Renata Dolnick
Suzanne Snelling, Paul McCall
Digitized Sound Programming Jeff Noyle, David Triggerson
Sound Effects Steve Miller
Manual Illustrations Chris Appel, Cheryl Bouchey
Ted Boonthanakit
Medieval Armament Research Jeffery M. Yette
Amiga Consultant Todor Fey
Macintosh Consultant Michael Whittenstein and Assoc. Inc.

Wizardry VI Acknowledgements

Without the help of the individuals listed here, Bane of the Cosmic Forge may never have been what it is today. Your time, effort and dedication are sincerely appreciated. Thank you for all that you have done.

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Documentation

G. Fay DeDe Jones For wading through endless reams of paper
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Nadia Sirotek ... For having the courage to read and refine the first draft
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Marty Berkman, Mike Bregar, Gary Brockelsby
Rusel DeMaria, Brenda Garno, Rick Hall
Albert Halprin, Mary Kelly, Jim McDonnell
Zach Meston, Sue O'Reilly, Robert Rosenberg
Monte Schulz, James Shobert, Linda Sirotek
Peter Spear, Pamela Wagner, Rob Welander

*Wizardry
Bane
of the
Cosmic Forge
Magicword/Icon List*

As you play Bane of the Cosmic Forge, you will see three icons on your screen. Wizardry will ask you to enter a magicword to continue.

Just look up the icons in this list, and once you find them, you'll see their magicword. Type it in and you're off to adventure.



Fireball



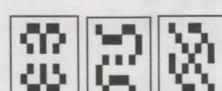
Stamina



Paralyze

Cure
PoisonMagic
Missile

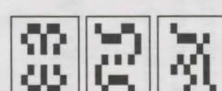
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Fire
Shield

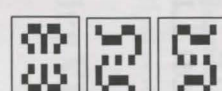
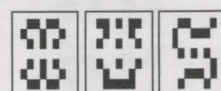
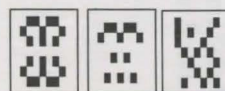
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Cure
Lesser
Cnd

Illusion

Dispel
UndeadAstral
GateItching
Skin

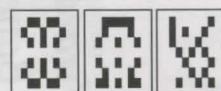
Armormelt

Divine
TrapWizard
EyeDetect
Secret

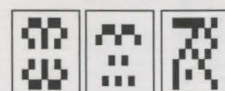
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Blink



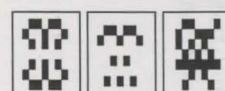
Resurrection



Direction

Cure
Stone

Identify

Locate
ObjectAir
PocketToxic
VaporsKnock-
KnockMental
AttackNuclear
BlastIce
Shield

Silence

Noxious
Fumes



Ice Shield



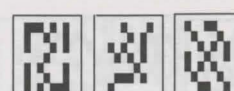
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Blinding
FlashChilling
TouchMake
WoundsRemove
Curse

Charm

Psionic
BlastDispel
UndeadAstral
GateDivine
TrapWizard
EyeArmor
ShieldCreate
LifeStink
Bomb

Levitate

Energy
BlastNuclear
BlastHeal
Wounds

Anti-Magic



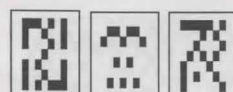
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Sane
MindDeadly
Air

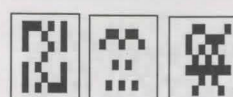
Web

Cure
Lesser
Cnd

Illusion

Itching
Skin

Armormelt

Missile
ShieldDeadly
PoisonPrismic
Missile

Haste



Iceball

Poison
GasBlinding
FlashChilling
Touch

Fireball



Stamina

Make
WoundsRemove
CurseMagic
Missile

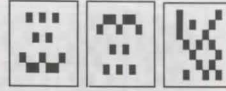
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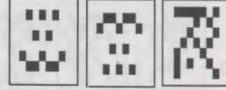
Charm

Psionic
BlastCure
Lesser
Cnd

Illusion

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SplashAcid
BombEnchanted
BladeWord
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TrapWizard
EyeDetect
Secret

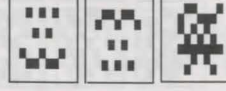
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Armor
ShieldCreate
Life

Direction



Cure Stone

Stink
Bomb

Levitate



Air Pocket

Toxic
Vapors

Firestorm

Cure
Paralysis



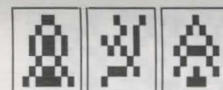
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Purify
Air



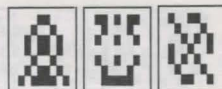
Fire
Bomb



Weaken



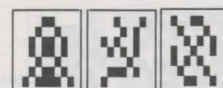
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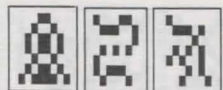
Slow



Enchanted
Blade



Word
of Death



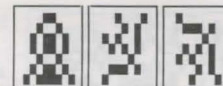
Blink



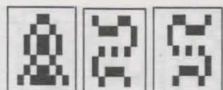
Resurrection



Detect
Secret



Death



Identify



Locate
Object



Direction



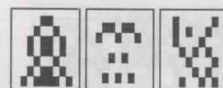
Cure
Stone



Conjuration



Energy
Blast



Hold
Monsters



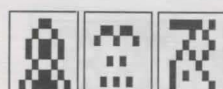
Mind Flay



Mindread



Heal
Wounds



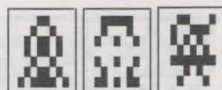
Blades



Sleep



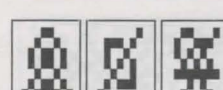
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Bless



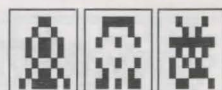
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Gas



Asphyxiation



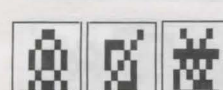
Cure
Poison



Deadly
Air



Stamina



Paralyze



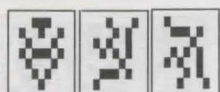
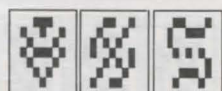
Firestorm

Cure
Paralysis

Conjuration

Energy
Blast

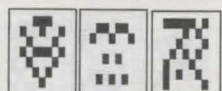
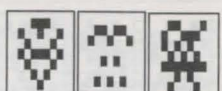
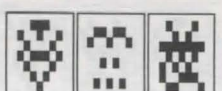
Mindread

Heal
Wounds

Armorplate



Bless

Psionic
BlastMagic
MissileAcid
BombCure
Lesser
CndPurify
AirItching
Skin

Slow

Missile
ShieldAir
PocketToxic
VaporsNuclear
BlastIce
Shield

Anti-Magic

Blinding
Flash

Sane Mind

Make
Wounds

Lifesteal

Fire
Shield

Illusion

Dispel
Undead

Armormelt

Divine
TrapDeadly
PoisonArmor
Shield



Fire
Shield



Dispel
Undead



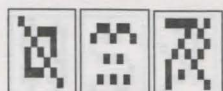
Divine
Trap



Armor
Shield



Identify



Knock-
Knock



Silence



Chilling
Touch



Terror



Astral
Gate



Wizard
Eye



Create
Life



Locate
Object



Mental
Attack



Noxious
Fumes



Iceball



Deep
Freeze



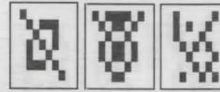
Fire
Bomb



Enchanted
Blade



Detect
Secret



Magic
Screen



Hold
Monsters



Blades



Poison
Gas



Whirlwind



Weaken



Word
of Death



Death



Death
Wish



Mind Flay



Sleep



Asphyxiation



Stink Bomb



Firestorm



Conjuration



Mindread



Remove Curse



Psionic Blast



Acid Bomb



Purify Air



Levitate



Cure Paralysis



Energy Blast



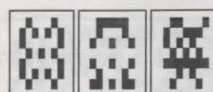
Heal Wounds



Fireball



Magic Missile



Cure Lesser Cnd



Itching Skin



Prismatic Missile



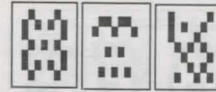
Magic Screen



Hold Monsters



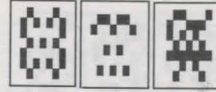
Blades



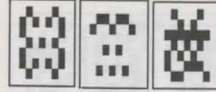
Sane Mind



Web



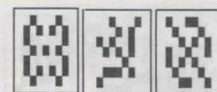
Whirlwind



Weaken



Haste



Death Wish



Mind Flay



Sleep



Make Wounds



Charm



Acid Splash



Poison



Lightning



Blink



Identify



Knock-Knock



Mindread



Armorplate

Cure
Poison

Terror



Slow



Resurrection

Locate
ObjectMental
AttackHeal
Wounds

Bless

Deadly
AirDeep
FreezeMissile
ShieldPrismic
MissileMagic
ScreenHold
Monsters

Anti-Magic

Sane
Mind

Web



Whirlwind

Deadly
Poison

Haste

Death
WishMind
FlayBlinding
FlashMake
Wounds

Charm

Acid
Splash

The Cosmic Forge — n. [Gk kosmikos universe, L fabrica to make] 1. The name of an unusual writing instrument (stylus) possessing the unique magical property to make anything written with it come true . . .

“There are things you must know.”

“Nearly one hundred and twenty years ago, this castle was inhabited by a most foul Lord and Queen who terrorized the land and its citizens for many years. Tales of bizarre rituals were commonplace, as were rumors of the King’s practice with the mystical arts. Not content with his current dominion and powers, he eventually formed an alliance with another wizard, an entity whose evil matched the King’s own. Together, they sought to rule all the evil planes, and in a great magical war, by combining their powers, they began to vanquish them one by one.

“It was in one such battle that they first became aware of the existence of the Cosmic Forge.

”Having used their magical forces to defeat a demonic arch-deity, they listened in delight to its last plea for life. It told them of a magical pen and of its power: when words were scripted with its point, it said, they were forever more woven into the cosmic fabric, and thus, the events written came true. The King and his ally slew the demon anyway, but not before discovering the whereabouts of this wondrous instrument of power called “The Cosmic Forge.” Eventually, they were successful in stealing this pen for themselves, and with it, began to script such horrors for the universe that no man has since imagined. It was shortly after obtaining this Cosmic Forge that the two allies became jealous of each other’s power, and realizing they no longer had a need for each other, they engaged in the final climactic battle to determine the fate of themselves and of the magic pen.

“That was the last anyone ever heard of them. The castle has since stood vacant. No one knows what became of the King, the Queen or the wizard . . . or of the magic pen. But now that you are here, my friends, all that is about to change.”

Bane of the Cosmic Forge Addendum



Welcome to Bane of the Cosmic Forge, the game that laid the foundation for Crusaders of the Dark Savant and is easily considered a classic in itself.

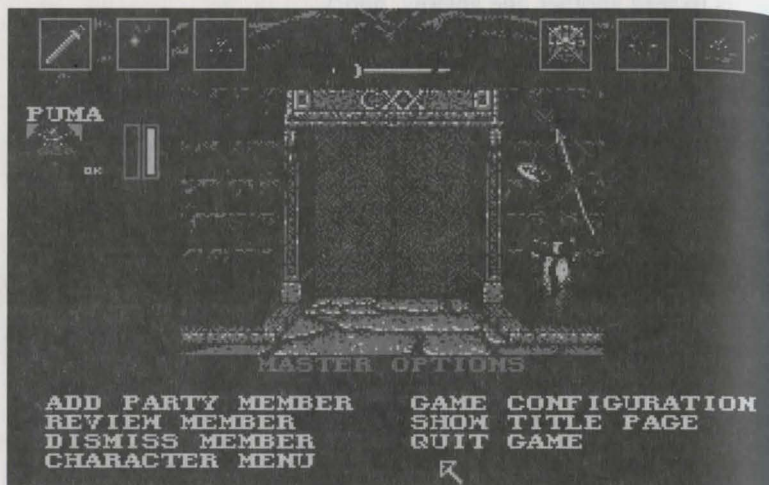
Since there are so many similarities between Bane and Crusaders, we have included this Addendum instead of a full-blown manual (hey, who wants to read another one anyway, huh?).

Here, we explain the differences between Bane and Crusaders, and also provide you with an explanation of its system. Of course, each section references you to the proper pages in the Crusaders manual for further and complete information.



Master Options Menu

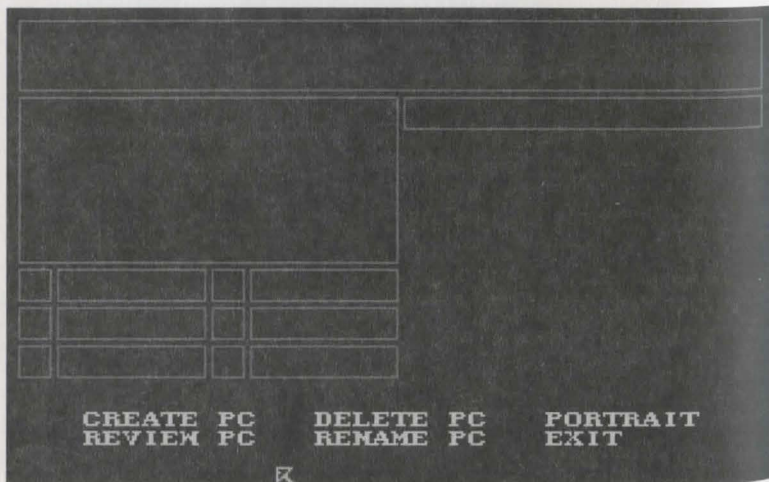
Each time you play Bane of the Cosmic Forge, you'll begin here at the Master Options menu. If this is your first time in Bane of the Cosmic Forge, you may wish to go directly to the character menu to create your own player characters. These options are explained on pages 41 and 42 of the Crusaders of the Dark Savant manual.



Note: Before you can play Bane of the Cosmic Forge, you must create at least 2 characters (6 is advisable). Once you have done so, the option "Add Party Member" will appear. Add at least two to the party, and you can "Start a New Game."

Character Menu

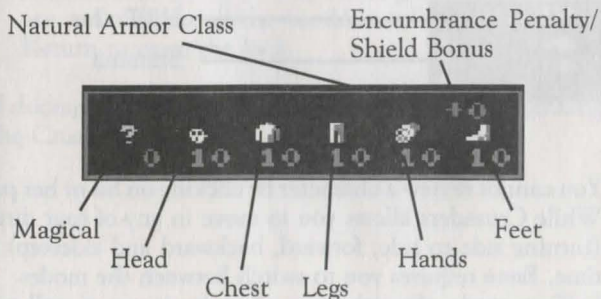
Creating characters in Bane of the Cosmic Forge is easy, and follows the same steps as Crusaders of the Dark Savant (page 10 and Appendix A & B). Naturally, the graphics in Bane are somewhat different.



Using the Wizardry Program

- Characters in Bane do not have the Diplomacy, Swimming, Mapping and Climbing skills that are outlined in Crusaders. (Skills are defined on page 100.)
- Characters in Bane do not have any of the personal skills listed on page 103 of the Crusaders' manual.
- Characters in Bane cannot be affected by the illness disease (bummer, huh?).

A character's armor class, while the same as Crusaders, looks a little different in Bane:



Party Options

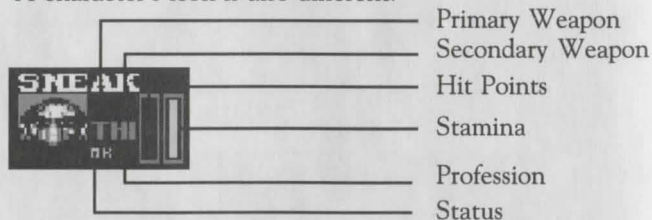
Just like in Crusaders, the Party, or Adventuring, Options and their screen offer you the view into the Bane's medieval castle walls.



All Party Options are the same as in Crusaders, and are explained on pages 43 to 49 of the Crusaders' manual.

However, there are four differences in the screens:

- Across the top of Bane's screen, you will see six icons. They represent the same spells as in Crusaders, but look different, and are in a different order. Their order here is Enchanted Blade, Armorplate, Magic Screen, Direction, Detect Secret and Levitation. These are explained on page 43 of the Crusaders manual.
- A character's icon is also different.



- You cannot review a character by clicking on his or her portrait.
- While Crusaders allows you to move in any of four directions (turning side to side, forward, backward and sidestep) at any time, Bane requires you to switch between the modes. When in Turn mode, the right arrow key, for instance, will turn you



right, but your party will still occupy the same square. When in Move mode, pressing the right arrow key will move you one full square to the right, but keep you facing the same direction. To switch between modes, just press the down arrow. Movement is explained on page 45 of the Crusaders of the Dark Savant manual.

Non-player characters are also different in Bane of the Cosmic Forge. Crusaders of the Dark Savant worked to define non-player characters and, so, Bane offers only a glimpse at what was to come:

Non- Player Characters

- Your party will not have the option to Truce or to get Lore from the non-player characters. However, all other options as listed on pages 33 through 36 of the Crusaders' manual are accurate.
- Additionally, the non-player character races defined on pages 30 and 31 do not exist in Bane.

Locked doors in Bane of the Cosmic Forge are different from Crusaders, and, in fact, are easier to deal with.

Locked Doors

- When you approach a locked door, your characters will have the option to Open the door. Selecting Open, they may attempt to force it down or pick its lock. Should you force the door, select your strongest character to heave his weight against the it. On the screen, you'll see the strength of your character versus the strength of the door. When your character's strength exceeds that of the door, press Return to give it that final shove. If your character's strength beats the door's it will open. Keep in mind that pushing on a door makes your characters tired, and could exhaust their stamina quickly.
- Should you pick the lock on a door, select a character with high Skulduggery skill (generally the thief). When you do, you'll see the tumblers shifting inside the door. When the tumblers are in the correct position, they will be green. Tumblers out of joint are red. When all the tumblers in the lock are green, press Return to open the lock.

Locked doors, aside from these points, are described beginning on page 51 of the Crusaders manual.





Treasure Chests

When you see a treasure chest in Bane of the Cosmic Forge, you'll have all the same options as in Crusaders, but the Inspect option is a bit different.

In the right-hand window, you'll see the name of the trap, or at least what your inspector believes it to be. However, the letters in the name will be jumbled. Therefore, you will not clearly see a POISON NEEDLE when looking at the trap. Instead, EISOLP OENNDE will come to mind.

Sometimes, you may not be able to display all the letters in a trap's name. It all depends on the inspecting character's skulduggery skill. Instead of EISOLP OENNDE, you might get nothing more than ISO ENDE. The higher the skulduggery skill, the better your character's chance at detecting all the traps letters.

Some letters in the jumble may be green, and some may be red. Occasionally, you'll even see an "*" cover a letter or space in between groups of letters.

- Green letters are guaranteed to be letters in the name of the trap.
- Red letters, on the other hand, are questionable.
- A space between groups of letters lets you know there is more than one word in the trap.
- Astericks (*) mean that a letter previously picked by another character was picked incorrectly, and is not in the name of the trap. The character currently inspecting the trap is certain of it.

It's the job of you and your party to unscramble these letters to form the name of a trap. Once you've done so, you may want to Disarm the chest.

Disarm allows you to first disarm the trap . . . then to open it up.

The other treasure chest options are the same for both games, and are covered page 56 of the Crusaders' manual.

Combat

Combat in Bane and Crusaders is nearly identical. You'll find all the combat options explained on pages 57 through 66 of the Crusaders' manual.

You will not, however, find the Terminate Game option in Bane. It was added to Crusaders through player suggestion.





Like combat, magic in Bane and Crusaders is much the same. However, note the following differences:

Magic

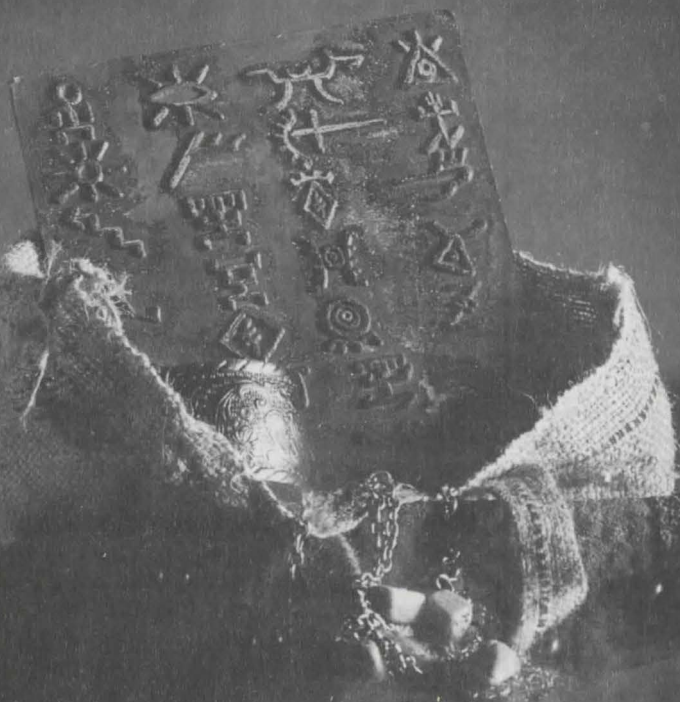
- There is no seventh level of spell power.
- The following spells, as listed in the Crusaders' manual, do not exist in Bane: Psionic Fire, Dazzling Lights, Restfull , Superman, Draining Cloud, Cure Disease, Shrill Sound, Death Cloud, Whipping Rocks, Crush, Confusion, Watchbells, Spooks, Find Person, Healfull, Zap Undead and Recharge. All other spells remain the same.

Magical spells are covered on pages 67 though page 86.



— Wizardry —[®]

CRUSADERS.
of the
DARK SAVANT
Playmaster's Guide



A Fantasy Role-Playing Simulation by D.W. Bradley


SIR-TECH

MS/PC-DOS SYSTEM'S REFERENCE CARD

CRUSADERS OF THE DARK SAVANT

Wizardry has its own installation program that will help you to install *Crusaders of the Dark Savant* on to your computer's hard disk. Before beginning the program, please be certain that you have at least 6.5 megabytes of space free on your hard disk. To install Wizardry, follow the directions below:

1. Put disk A in your floppy source drive and log on to that drive (type **A:** or **B:**).
2. Type **VINSTALL** to begin the installation program.
3. **SOURCE DRIVE:** The source drive is the same drive you put the disk into in step 1.
 - a. **DISK DRIVE TYPE:** Select the type of disk you will be installing Wizardry from. Press RETURN to toggle between the options.
 - b. **DRIVE NAME:** Select the drive name (typically A: or B:) you will be installing from. To change the default drive name, press RETURN, backspace over the current drive name, and type in the correct drive name. Press RETURN again to accept the drive name.
 - c. **PATH or DRIVE #2:** Select the path or additional drive where Wizardry can be found. *If you are installing from the original master disks, leave this field blank.* To change the path or drive #2, press RETURN, backspace over the current path or drive #2, and type in the correct path or drive. Press RETURN again to accept the path or drive #2.
4. **DESTINATION DRIVE:** The destination drive is the drive Wizardry installs to.
 - a. **DISK DRIVE TYPE:** Wizardry must be installed to the default listing, your computer's hard drive.
 - b. **DRIVE NAME:** Select the drive name (typically C:) you will be installing to. To change the default drive name, press RETURN, backspace over the current drive name, and type in the correct name. Press RETURN to accept the drive name.
 - c. **PATH or DRIVE #2:** Select the path where Wizardry will be installed. The default listing is C:\DSAVANT. To change the path or drive #2, press RETURN, backspace over the current path, and type in the correct path or drive. Press RETURN again to accept the path or drive.
5. **MEMORY EXPANSION:** Wizardry takes advantage of any extra memory or RAM disk your computer may have.
 - a. **EMS (Expanded Memory):** Press RETURN to toggle between YES or NO.
 - b. **RAM Disk:** Press RETURN to toggle between YES and NO. If you have a RAM disk, press RETURN on the field, enter the name of the RAM disk, for example E:, and press RETURN again to accept the name.
6. **GRAPHIC MODE:** Wizardry supports both 256-color VGA and 16-color EGA. You may toggle the mode depending on your computer's capabilities.
7. **VIDEO ADJUSTMENT:** Wizardry allows you to change the brightness and the contrast of its graphics. To change either field, press RETURN, and enter the number (degree) to change the brightness or contrast. If this is your first time playing Wizardry, we recommend you change the brightness or contrast once you've had a chance to see Wizardry on your screen. You can do so through the CONFIGURATION option inside the game.

•INSTALLATION CONTINUES INSIDE •

8. **MOUSE:** Press RETURN to toggle between YES and NO.
9. **SOUND:** Wizardry supports the Covox Sound Master, Covox Sound Master II, Covox Voice Master, Sound Blaster, PC internal speaker (sound effects) and Ad Lib Board. Some sound boards, other than those listed above, can support only sound effects or only the soundtrack, but not both. Press RETURN to toggle between the options.
10. Select **FULL INSTALL** to begin the installation. If you are just changing options, select **CONFIG ONLY**, or use **CONFIGURATION** while playing. **ABORT INSTALL** exits the installation program.
11. Type **WIZARDRY** to play.

Adjusting Your CONFIG.SYS File

For optimum performance, Wizardry needs room for 20 files open within your system and a minimum of 8 buffers. Using any standard editing program, add the following lines to your CONFIG.SYS file: **FILES=20** and **BUFFERS=8**. If you *do not have* a CONFIG.SYS file, you may create one by following these commands:

1. From the root directory of your hard drive, type **COPY CON CONFIG.SYS**.
2. Type **FILES=20** and press **RETURN**.
3. Type **BUFFERS=8** and press **RETURN**.
4. Press the **CTRL** (the control key) and **Z** followed by **RETURN**.

Memory Requirements

Crusaders of the Dark Savant requires least 577K (590,848) bytes free. There are several ways you can free up some memory. These ways are listed below:

1. Create a separate boot up disk with a minimum configuration, and boot your computer with this disk before playing. To create a separate disk, follow these directions:
 - a. Put a blank diskette into your floppy A: drive.
 - b. Log on to your C:\DOS directory (or where your DOS files are located).
 - c. Type **FORMAT A:/S**. This will format the disk and transfer system files.
 - d. Log on to the A: drive (type **A:**) and follow the directions in "Adjusting Your CONFIG.SYS" above to create the environment Dark Savant needs.
 - e. You may also copy your AUTOEXEC.BAT file to the boot up disk (to load mouse drivers, for example). Be certain to remove unnecessary memory resident programs.
2. Remove some or all memory resident programs from your AUTOEXEC.BAT file using any standard editing program and/or many word processors. If you prefer not to remove the memory resident programs completely, but wish to deactivate them, insert the word **ECHO** before the program's name. Remember, if you plan to use your mouse, do not remove its program.
3. Reduce the number of buffers in your CONFIG.SYS file using any standard editing program and/or many word processors. A minimum of 8 buffers is enough.
4. If you are running Dark Savant through a menu, Microsoft Windows or a DOS shell, exit to DOS before beginning Wizardry.
5. If you were in a network system or running other resident applications before playing Dark Savant, reboot your computer. Many network servers use multiple memory resident programs that aren't cleared from memory when you exit the server.
6. Refer to your DOS manual to determine if DOS and system drivers can be loaded into high memory.

Importing From Bane of the Cosmic Forge

It's the moment your party - not to mention you - have been waiting for! Crusaders of the Dark Savant has four different beginnings. Three beginnings continue the endgames within Bane of the Cosmic Forge. The fourth beginning is reserved for those who have not played Bane or have never finished the game. When your party imports into Dark Savant, they will retain a portion of their items, traits and spells (during the trip, however, it's possible your magic user will retain the powers necessary to cast a spell - the points - but forget the spell itself!)

To transfer your party to Crusaders of the Dark Savant, follow the directions below:

1. First, located the proper Bane SAVEGAME.DBS file. Typically, this will be in your C:\BANE directory, or on a floppy in your A: or B: drive. ***Do not copy this file into the DSAVANT directory unless you rename it SAVEGAME.BCF first.***
2. From Dark Savant's main menu, select IMPORT.
3. Enter the location of the drive and directory where the SAVEGAME.DBS file is located followed by a backslash (\). For example, C:\BANE\ or A:\.
4. Enter a filename. The default is SAVEGAME.BCF (to protect you from accidentally trying to load a Dark Savant savegame with the same name). To change the default name, select the field, backspace over the current name, type in your new name and press RETURN to accept it.
5. Select LOAD to begin the import or CANCEL to return to the main menu.

To Get Started

If you're in a hurry to check out Lost Guardia, follow the steps below to create a couple of characters and enter into the lost world. Of course, we recommend you come back to the main menu and the character menu to create your own party after you've have a quick tour.

1. From the main menu, select CHARACTER MENU. Next, choose CREATE. Follow the on screen prompts and make six characters to explore Lost Guardia.
2. EXIT the Character Menu.
3. Select ADD CHARACTER followed by the characters' names you created.
4. Equip each character, and select START NEW GAME.
5. Once on Lost Guardia, select DISK and one of the save options. The next time you begin, you'll need only select LOAD SAVEGAME.

Savegames & Save Game Drive

You may save your party's progress at any time. Select the DISK option followed by one of the save options. Confirm your choice for both a path and the name of your savegame file.

Path: The path is the disk drive and directory where your Dark Savant game will be saved. To save your game to your hard drive in the DSAVANT directory, leave this field alone. If you wish to save your game to a different directory, however, type the letter of the drive, followed a colon (:) and the correct path followed by a backslash. For example, C:\DSAVANT\ or A:\.

File: The file is a name you can give to your savegames. You may name them anything that follows standard MS/PC-DOS conventions, but the name must not exceed 8 letters. Dark Savant's savegame files are just like other MS-DOS files - 8 letters or fewer plus a 3 letter extension. For example, SAVEGAME.DBS or NEWCITY.DBS

Quick Combat

1. If there is more than one group of monsters, select your opponent by clicking on that group, or by pressing the number of the group. Your choice will remain the same throughout combat unless the selected creatures run away or die.
2. The options for the first character will appear. Select any option by clicking or highlighting it (generally FIGHT for the first three members of the party). Do the same for other members of the party. If you make a mistake, you may select BACKUP to return to the previous character's option or CANCEL to redo the entire party's options.
3. Combat will begin. If you don't defeat all the monsters in the first round of combat, repeat step 2 again.

Non-Player Characters

Depending on the NPC's trust of your party, you may be greeted warmly - or turned away with a rude grimace. Their reaction to you will guide the beginning of the encounter. Remember that NPCs are an entire culture within Dark Savant. The quick guidelines below are brief, and do not cover all the complexities of NPCs on Lost Guardia. We highly recommend you read the NPC section of the manual.

1. If you have the SPELL option, cast the Charm spell to lure the NPC to speak with you. You might want to cast more than one Charm spell.
2. Next, select TRUCE followed by a character skilled in Diplomacy. Through the Truce option, you can attempt yet again to up the odds of success by offering a BRIBE or by offering to GIVE them a gift. You can also begin actual negotiations with PEACE (talking out your differences) or FORCE (making the creature listen and talk).
3. Once your party establishes a rapport with an NPC, you may speak with him or her freely. Ask about rumors or other things that concern you. Note: Be careful about LORE. When you select LORE, it's an *exchange* of your party's information for theirs. So, unless you want the NPC to know what information you've learned, be careful who you exchange your Lore with.

Casting Spells While Adventuring

1. Press (M) for Magic or click on the Spellbook.
2. Select the realm (F)ire, (E)arth, (M)ental, (D)ivine, (A)ir or (W)ater.
3. Select the spell by pressing the Spacebar or by clicking on its name. It will be highlighted.
4. Select the power level of the spell by entering the number 1-7 or clicking on its die.
5. Click on Cast or press "C".



Each numbered step on the picture corresponds with a numbered paragraph above.

Commonly Used Hot Keys

(see far right panel for more keyboard hot keys)

"First Letter"

Return

ESC

Arrow Keys

Spacebar

Generally, the first letter of an option will select it.

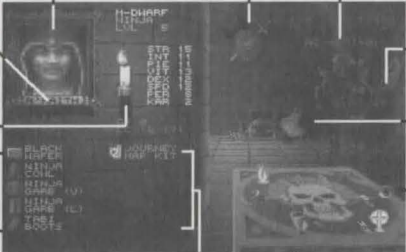
Mouse click & Inspection of Treasure Chest.

"Cancel" or "Exit" and aborts repeat messages

Movement and moving from one character to another

Pauses NPC messages or selects field or next field in requester

Character Screen Summary



Left side or Up arrow to view previous or right side or Down arrow for next character

(E)dit options - Change name, profession and portrait

(C)andle of Life - shows age, life and next level experience

Item slots 1-5. Press # to use or click on item. Press # and "E" to equip

Item slots 6-10. Press # to use or click on item. Press # and "E" to equip.

(S)kills

(E)quipping items - first select item #, then press "E" to equip or drag item to suit of armor

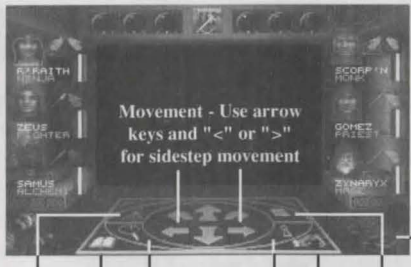
Click here or press ESC to EXIT

Swag(B)ag. Select item #1 to #10, and then press "B". Next, select slot # to put the item into. Press "B" again to return to regular items

(M)agic. To activate realms, (F)ire, (E)arth, (M)ental, (D)ivine, (A)ir and (W)ater. Next, select with Spacebar, and # of power level.

Adventuring Screen Summary

To view characters, select #. To move characters (switch places), press Shift # or click on name



Character #1

Character #2

Character #3

Character #4

Character #5

Character #6

Movement - Use arrow keys and "<" or ">" for sidestep movement

(R)est your party

Cast a (M)agic spell

(S)earch area

(U)se an item

(O)pen doors and Chests

(G)et dropped objects

(D)isk utilities

Opening Treasure Chests

1. Select the Open option by pressing "O" or clicking on its icon.

2. Select Inspect and hold the mouse button down or the RETURN key down (for keyboard players) while your thief continues to look at the Trap Window in the upper left-hand section of the Disarm screen. You will see a combination of symbols

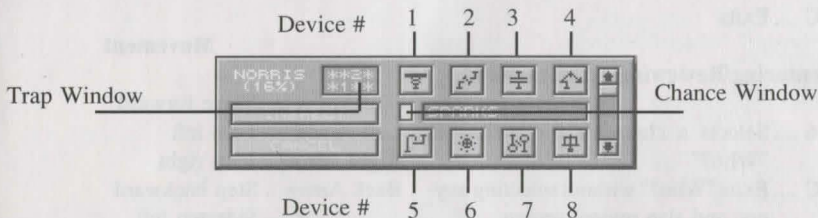
- * The device is part of the trap
- ? The device may or may not be part of the trap
- The device is not part of the trap

Once you have the pattern of the trap - you know, for example, that some devices are attached while others aren't, you can then figure out which trap might be active in the chest.

3. Scroll through the list of common traps found on Lost Guardia using the arrow keys on the keyboard or the screen. As you do, you will notice the Trap Window change and fill with different sets of numbers and symbols. The numbers for a particular trap represent an attached device and the order in which these devices must be disconnected.

4. When you come to a trap that appears to have all the devices of your thief's inspection (for example, you thief's inspection showed devices 1 and 6 attached, and the trap RANDOM RAYS also has devices 1-6 attached), Disarm it. Using the Trap Window as a guide, press each device in the correct order (first for a 1, second for a 2 and so on). If a device doesn't deactivate when you press its button, try again before moving on to the next.

While disarming and inspecting a trap, keep a close eye on the "chance window." If its color is green when a device is selected, the device will deactivate. If the color is yellow, the device will not deactivate, but won't set the trap off. If the window is red, the trap will go off.



Picking Locked Doors

1. Select the Open option by clicking its icon or pressing "O" followed by PICK.

2. On your screen you will see one or more columns depending on the complexity of the lock. The top row shows the tumblers shifting inside the lock. The middle row shows your character's chance of successfully opening the lock. The bottom row of buttons, when pressed, will stop the tumblers.

3. Whenever one of these boxes is green, click on the button below it or press its number (1-6, left to right) to set the tumbler correctly. If the button is yellow, the tumbler will not fall into place and you'll have to try again. If it's red, the tumbler will not fall into place, may break and may jam the door. You will need a key or spell to open a jammed door.

4. Repeat step 4 until all of the tumblers have been correctly set.

Playing Dark Savant With a Keyboard

General Conventions

- Return Selects the first menu item or the highlighted option
- 1st Letter of an option selects it
- Arrows Move from one option to another
- Spacebar Selects fields
 - +/- Adds or subtracts
- ESC Cancel button, ends repeat messages and intro

Creating Characters

- Spacebar Selects next skill or ability while assigning points
 - +/- Add or subtract points
- Arrows Move from one skill area to another

Selecting From a List of Choices

(such as adding characters or using items)

- Spacebar highlights player or next player in the field area
- Arrows Scrolls the field area
- Return Selects Okay button on highlighted character
- ESC Exits

Adventuring/Reviewing - Characters

- 1-6 Selects a character for review or "Who?"
- ESC Exits "Who?" without selecting anyone and also review screen
- Shift 1-6 Selects character to switch places with another
- Arrows Up scrolls to next Character, down to previous character
 - E Edits characters, change name, profession and picture
 - C Candle of Life

Loading & Saving Games

- Spacebar Selects directory field or filename field alternately.
- D Directory field for editing
- F Filename field for editing
- Return Loads of Saves
- ESC Exits

Items-Reviewing

(1-9 and 0 Select item in slot numbers 1-10)

- E Equips selected item
- B Toggles between regular inventory and swagbag. Press slot number to deposit item.
- Arrow To trade item select it and use arrow keys to move to desired character. Press number to deposit in desired character's inventory.
- 0-9 Brings up options Use, Drop, As-say, etc. Arrow key to option and press RETURN.
- 0-9, Merge Merges item. Select # of first item, Merge and then # of item to Merge with.

Movement

- Up Arrow Move forward
- Left Arrow ... Turn left
- Right Arrow . Turn right
- Back Arrow .. Step backward
 - < Sidestep left
 - > Sidestep right

Combat

- Arrows Highlight option
- Return Accepts highlighted option
 - 1-5 Select monster group to attack

• Magic, Treasure, Locked Doors •

See their specific sections on this card

Additional Memory Notes

About Other Operating Systems

Crusaders of the Dark Savant is compatible with DOS 3.x and 5.0. Other forms of DOS, such as 4.0 use too much memory within the base 640K, and do not leave enough for Dark Savant to run.

About Memory Managers on a 286 System

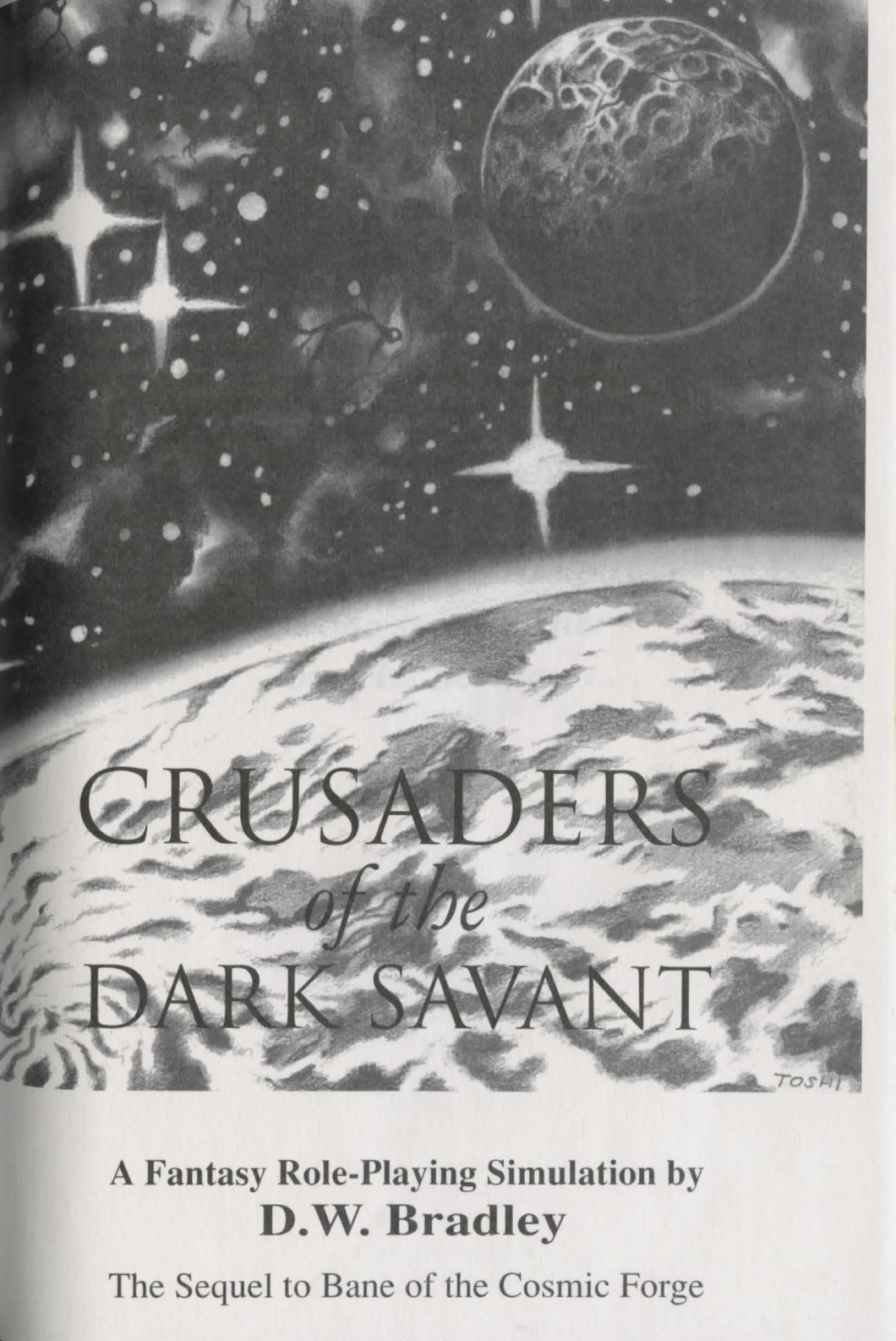
If your processor is slower than 20 MHz, we do not recommend using expanded memory managers. Although allowing more memory, the managers slow the machine's ability to process information and the smooth flow of Dark Savant. Symptoms of such a problem include choppy animation or slow mouse movement. If you experience such problems on a computer with less than 20MHz, consider removing your expanded memory managers before running graphic or other memory intensive applications.

CRUSADERS

DARK SAVANT

A Fantasy Role-Playing Simulation By
D.W. Bradley

The Sequel to Bone of the Cosmic Forge



CRUSADERS *of the* DARK SAVANT

A Fantasy Role-Playing Simulation by
D.W. Bradley

The Sequel to Bane of the Cosmic Forge

*For those who would stand
against the weight of a
universe to rise but
one step further
over its horizon . . .*

Credits

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Playmaster's Guide & Other Writing

Brenda Garno

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Gary Speegle

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Peter Spear

Rob Welander

Dr. Steven Yood



ith the disappearance of the Cosmic Forge, a pen with the power to alter destiny, the Cosmic Lords had temporarily lost their ability to completely control the fate and destiny of the Universe. In an unexpected occurrence far out in space, a Miner's ship, lost due to a navigational malfunction after being attacked by space pirates, stumbled upon a small world which was uncharted on any map of the known galaxy.

As it so happens, the Cosmic Lords were aware of the presence of this small planet and had safeguarded its existence by using the Forge to prevent any discovery by outside worlds. Once the Forge was stolen by the Bane King and Xorphitus the Wizard (the story of Bane of the Cosmic Forge) the planet's obscure position in space could no longer be protected from discovery.

When the Miner's vessel returned to its own home world, news of the discovery began to spread. It was rumored to be the Planet of Phoonzang, "Lost Guardia" by legend, and the secret resting place of the famed "Astral Dominae", Phoonzang's only known record of his final and greatest discovery.

The legend of the Astral Dominae dates back to a prior millennium. It tells of a great artist and scientific genius, Phoonzang, and his discovery of some deep secret, rumored to regard the power of the universe and of life itself. Phoonzang decided this secret was too powerful for anyone else to know, for if it could create a universe, it could also destroy one. So, he was faced with a choice: either destroy his discovery, his life's work, or hide it in such a way that it would not fall into unscrupulous hands. He opted for the latter, knowing that a day might come when the secret could be safely revealed and the universe could ascend towards a new destiny.

The legend continues that he created a stellar globe, called the Astral Dominae, and encrypted his secret therein. Using the power of his secret, he created a new world, Guardia, designed to safeguard his work. He

himself had become a god, for his was the power of life itself, and as he created the planet, he also created creatures to live there and to protect his secret. Entombing the Astral Dominae somewhere on this world, he made a map, consisting of many parts and then spread the parts throughout the lands of his world. Convinced that his secret was secure, Phoonzang disappeared forever.

With the discovery of the lost planet, Lost Guardia, news traveled fast that the legendary tomb of the Phoonzang's last work, the Astral Dominae, was a reality. But while there are many who might covet the great secret, only a few have the power and resources to undertake its recovery.

One of these is an enigmatic traveler of the stars, known only as the "Dark Savant." Navigating all frontiers of space in his legendary black ship, not much is known of the Dark Savant except that he is considered by most worlds to be one of the most powerful entities alive, pledging alliance to no one but himself.

At the forefront of all known Galactic worlds, two rival species dominate the space trade. First, the militaristic Umpani - a lawful race of stout pachyderms who, while considered to have the greatest assemblage of military war power in the Galaxy, are known to be fair and reliable traders. Second, there is the feared and unscrupulous T'Rang - a repulsive spider-like race who will do anything if the buyer is willing to pay the price. While the T'Rang can never be fully trusted, they still manage to control the greatest trading network in the galaxy, surpassing even that of the Umpani. The T'Rang will stop at nothing to procure what they seek, and have always fulfilled their contracts, no matter how dirty the deed.

Naturally then, the Umpani and the T'Rang are strict competitors and strongly detest each other. It is suspected by some, however, that certain alliances exist between the two that prevent any third parties from entering the space trade picture, thereby strengthening the suspected cartel which, in turn, keeps the prices of

their wares profitably on the high side.

There is a rumor that the T'Rang are actually in the service of the Dark Savant, who has held a long standing contract with them to find Phoonzang's missing world. Naturally then, if the T'Rang are involved, the Umpani won't be far behind. For it needn't be said the affair would bode them no good fortune should the T'Rang obtain the Astral Dominae . . . no good at all.

There is one other, Vi Domina, a young girl with a reputation of being a rather fierce and deadly warrior, and who is also rumored to be a far distant descendant of Phoonzang, himself. Her lineage was traced by the T'Rang to repay a favor to the Dark Savant, and she was taken into his custody shortly thereafter. It is unknown whether her connection to the Dark Savant is willing or coerced, but it appears the Dark Savant believes she may hold some yet unsuspected key to unlocking the secret of the Astral Dominae.

The lands are also populated with a variety of native sons, and although they appear to be simple and primitive, there are indications that a great technical civilization may have evolved on Lost Guardia in the ages since the planet was created by Phoonzang. It is not known what role, if any, they may play in uncovering the Astral Dominae, or what secrets they may hold for those who venture in from outside worlds. And, with the startling appearance of travellers from the stars, some have begun to suspect that their own legends may be unfolding, and the prophesied end of their world is at hand.

These are the players then, that inhabit the world of Lost Guardia, and play a role in the quest for the Astral Dominae. Thus it is that our party of brave adventurers shall set foot on Lost Guardia and enter into Crusaders of the Dark Savant.

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Celebrating the release of *Crusaders of the Dark Savant* and the 11th anniversary of the Wizardry series, few computer software products - and only a handful of computer games - can compare themselves to the success and longevity of the Wizardry series. For all this and more, we owe a debt of gratitude to you.

It was over 11 years ago, in September 1981, that *Proving Grounds of the Mad Overlord*, the first scenario, introduced the gaming world to computer fantasy role playing and to the first-person perspective view. It was a revolution to say the least. Players felt - and saw - for the first time the fantasy world through their characters' eye, heading down a hallway, kicking open a door, or descending stairs to yet another level. It was a radical and important departure from the handful of "top down" view and text-based games of the day, and one which would have a lasting effect on the industry as a whole.

Proving Grounds of the Mad Overlord also introduced computer enthusiasts to phased (as opposed to "real-time") combat. While real-time games and their passing flash tested players with their requirements of arcade-like dexterity, the Wizardry series instead sought to challenge the mind - allowing players time to consider their moves, weigh the alternatives and prepare a plan that will lead them to victory. And, while a phased system emphasised strategy, it also opened the imagination's wonder to an adventure's potential and the intricacies of its story.

The Wizardry series would go on to inspire a movie, a television show, classical and modern music and its own line of books, both comic and drama. The series would be translated into Japanese, German, Chinese, French and Italian. It would move from the Apple Computer to embrace MS-DOS, Macintosh and Amiga platforms. The Wizardry series has won dozens of national and international awards - including admittance to the hallowed halls of *Computer Gaming World's* Hall of Fame - for its complexity, rich story lines and player involvement.

Proving Grounds of the Mad Overlord set the precedent for computer role playing in 1981. *Crusaders of the Dark Savant*, and its predecessor *Bane of the Cosmic Forge*, have raised and redefined those standards - not just for the series, but for computer gaming as a whole. It is this combination of experience, technology and, above all, dedication to role playing, that has made all Wizardry games an adventure second to none.

And, it is to you that we owe our thanks - for this adventure we have all been on. Thank you for your continued devotion and support.





Introduction for New Players





Role playing is just as it sounds. You play the role of something or someone other than yourself. Just like professional actors and actresses, you pretend to be a character, acting and reacting to situations as he or she would.

In fantasy role playing (FRP), you also pretend to be another, but you do so in a *fantasy* world of magic, myth and medieval customs. In this fantasy world, you create characters to role play called Player Characters. Just like you, these characters have their own individual strengths, weaknesses, personalities and goals. You guide them through this fantasy world watching as they encounter enchanting creatures, mythical monsters, diabolical traps and mesmerizing riddles. And, of course, as in any situation, your actions in the present (and even your past) will ultimately affect your future.

Player Characters are created with the abilities and skills necessary to deal with these fantasy situations. For example, in *Crusaders of the Dark Savant*, you may create an Alchemist who has the power to conjure spells that charm monsters. You may create Samurai, Fighters and Ninja with weapons sturdy enough to duel the most powerful dragons.

You create a group, or party, of six characters in *Crusaders of the Dark Savant*, so that you can achieve a delicate balance of power that one person, all alone, couldn't possibly develop. You'll have spell casters, warriors and thieves. You'll have specialists in the ancient arts of thaumaturgy, alchemy and legerdemain. And you'll watch as your characters grow in experience and power. More importantly, you will enjoy the excitement of seeing the world through the eyes of an Elf, a Gnome, a Mook or a Faerie.

That's fantasy role playing. It's a story you join at the beginning with your party of characters, write as you progress through the adventure and, as you turn the last page, savor at the end.

What is Fantasy Role Playing?





Your “Calling” in Wizardry

As the soon-to-be captain of a party of adventurers, your first stop in Wizardry is the Character Menu. It is here that you will create characters and form a party to lead you through your adventure.

Each of your characters has its own race, profession and gender along with a mix of skills and statistics that allow them to perform successfully as individuals and as a team. A read through “The Player Character” section provides an explanation for all a character’s inner-workings. Appendices A, B and C will introduce you to all Wizardry’s races, professions and skills.

Creating a Party that will Survive and Succeed

With the variety Wizardry offers, it is sometimes challenging to determine just what races and professions the “best possible party” contains. Thankfully, some general guidelines do exist.

- A party can consist of up to six members, and any less increases the chances of disaster. There are words for lone heroes battling against incredible odds - “rest in peace.” Developing a well-balanced team with diverse talents is a key to success.
- The first three members of a party generally deliver most of the damage to and receive a good dosage from the more hostile creatures of the Wizardry world. Such professions as Fighter, Lord, Samurai, Valkyrie or the choice Ninja and Monk fill these ranks well.
- A party also needs someone capable of healing wounds and curing the illnesses that may befall its members. A Priest or an Alchemist can provide the necessary spells.
- A spellcaster proficient in damage and adventuring spells is also a member of a successful party. Both the Mage and Psionic, who possess mighty and magical spells such as the deadly Mind Flay and Asphyxiation, meet this end.
- To get into the many treasure chests and locked doors found throughout the Wizardry world, a character skilled in the thieving arts comes in quite handy. Naturally, a Thief is the perfect candidate. However, the Ninja, Ranger and Bard can also perform well, provided you develop their skulduggery and legerdemain skills.
- Lastly, a party should have a diplomat, someone who can communicate well with the many residents of Lost Guardia. The Priest, Lord and Bishop have well learned this task, although any character with a high enough personality and intelligence may develop this skill.



There are many combinations of professions that meet all these requirements, and below such a sample party is listed. For the beginner, this party is not only easy to create, it will also provide you with all the makings of success.

Fighter:	Able to fight monsters, and works well as a scout
Lord:	Able to fight monsters, and also learns Priest spells
Samurai:	Able to fight monsters, and has the ability to learn Mage spells (though not as quickly as the Mage)
Priest:	Heals party members, has a limited fighting ability, and is skilled in Diplomacy
Mage :	Empowered with the deadly Mage spells, and also possesses many adventuring spells
Thief:	Able to pick locks and learned in the ways of traps and other hazardous devices

One of the most satisfying aspects of Wizardry is creating a party with a powerful balance. Experiment with different combinations to find what works best for you. While this sample party covers all the basics, you may wish to examine the more "elite" professions. They often provide a combination of the necessary attributes in just one character. The Ninja has all the talents of the Fighter, can pick locks like the Thief, and with training, can cast spells like the Alchemist.

Another saying exists in Wizardry for players who fail to save their games when they have made good progress or encounter potential danger. This saying is "awwwggh!" Each time your party makes some good progress, save the game. You can gauge how often to save by asking yourself a simple question: "If the power went out or if my entire party died, would I want to repeat all that I've done since I last saved the game?" If your answer is "yes," seek counseling. If your answer is "no," then save. This way, should your characters meet an unfortunate end, you will be able to restore the game.

Wherever your party travels, be watchful of the ground, the walls and the trees above your head. Look for things out of the ordinary, like secret buttons, and remember clues given to you about certain locations. If you save your game often, you can never search too much or be too curious.

Saving Your Game

Checking Things Out





Making Friends

Take time to talk with the many creatures in Wizardry. Even if they won't talk with you the first time you meet, consider accepting their truce and entering negotiations. Successful negotiations through your diplomat can bring about a heap of knowledge to you and your party. You may learn of an item's location or hear tale of a rumored treasure.

If All Seems Lost...

... don't despair. Thankfully, there are two different ways for you to get help. The *Crusaders of the Dark Savant Playmaster's Compendium* will provide you complete answers to the most challenging puzzles. The staff of the Wizardry Hotline is also on hand to answer any gaming questions. Their hours and phone number are listed inside the front cover of this manual.





Welcome Back!



TOSHI





More importantly, thank you for coming back. Since you last played *Bane of the Cosmic Forge*, a lot has changed to make this adventure, *Crusaders of the Dark Savant*. Some of the changes, like the new graphics and the user interface, are obvious. Other new features aren't as apparent and are summarized below. For further information on any feature listed here, reference its section of the manual.

Multiple Beginnings

Just how did you end *Bane of the Cosmic Forge*? The answer you provide to that question will affect the whole of your adventure in *Crusaders of the Dark Savant*. In total, there were three distinct endings to *Bane*'s story. In *Dark Savant*, there are three beginnings linked to those endgames, and an additional fourth is reserved for those who did not finish *Bane* or are starting newly created parties.

Changes to the Player Character

Your characters have always been a fascinating group, and now there are even more facets that go into their making.

- **New Skills:** Diplomacy (Academia), Swimming, Mapping and Climbing (all Physical skills) are available to and needed by player characters on Lost Guardia.
- **Personal Skills:** Firearms, Reflexion, Snake Speed, Eagle Eye, Power Strike and Mind Control may be learned and practiced by individual characters. Complete information on new skills and personal skills may be found in Appendix C: Character Skills.
- **Illness:** Your characters may also be affected by a new illness. Remember that unknown terrain brings about new and interesting afflictions. Complete information on all illnesses is in the Player Character section of this manual.

Changes to Non-Player Characters

Just as your party has its goals, knowledge and secrets, so too do the many Non-Player Characters on Lost Guardia. When you first meet a group of NPCs, you will likely see one or both of the new NPC options, Truce and Lore.

TRUCE: This option is the pathway to negotiations between your party's diplomat and the other party's leader. Peaceful negotiations generally range from "I wouldn't talk to you if you paid me" to complete friendship when the NPC will talk with you freely. Successful negotiations can also be forced and bribed.





LORE: NPCs may offer this option to your party when they have become somewhat familiar with you or are looking for some information. Selecting the Lore option, the NPCs may reveal certain information to you, but you reveal your information as well.

Since NPCs are so important in *Crusaders of the Dark Savant*, it is highly recommended that you read the NPC section of this manual.

The first time you come across a locked door or happen upon a treasure chest, you'll notice something different right away. Instead of disarming traps "globally," your thief will individually deactivate each part of the trap. For locked doors, the thief will also perform his surgery, methodically idling one tumbler at a time. On your Quick Reference Card, you will find a "QuickStep" for both locked doors and treasure chests. Detailed information can also be found in this manual.

Of course, all the spells you have come to know and rely on are still with you in *Crusaders of the Dark Savant*. However, now you can pack a few extra points for the new spells such as Crush and Find Person by using the extended, seventh power level. All the spells are listed in the Magic Spells section of this manual.

Locked Doors & Treasure Chests

Magic Spells







Your player characters are the essence of fantasy role playing. Through their eyes and actions, you will discover corridors, creatures and lands long since forgotten by all but time. And you will delight in their achievements as they uncover the secrets of Lost Guardia and advance from novices to masters of their trade.

Just as you have a certain level of strength and intelligence, so too do your player characters. Each player character is composed of eight base statistics and eight secondary statistics.

Base statistics generally influence the way a character acts and reacts within Wizardry. An intelligence of 17, for example, would indicate an extremely smart character. If that number were 3, the character may have trouble distinguishing between a door and a fountain.

STRENGTH (STR): Affects any maneuver which requires physical strength. Everything from hurting an opponent to forcing a door off its hinges requires strength. Strength also affects carrying capacity and stamina.

INTELLIGENCE (INT): Affects a character's ability to cast and learn spells, determine traps on treasure chests and any other task which requires mental mettle. Intelligence also affects a character's ability to learn new skills.

PIETY (PIE): The character's overall devotion to a subject or a field of study, and affects the ability to develop skills and to learn new spells. Piety also affects the amount of spell power a character gets when he or she gains experience levels, and further affects how quickly spell power is recouped. Sometimes, in spite of a low intelligence, an extremely devoted and persevering character can learn subjects just as quickly as his or her whip-smart friends.

VITALITY (VIT): A character's life force, it affects the amount of hit points and stamina a character receives. Vitality also affects the ability to heal and be resurrected, and helps to protect characters from the effects of poison, disease, paralysis and death. Some of these maladies in turn affect vitality. For example, each time your character is cured of stoning or death, he or she loses a point of vitality. When a character's vitality reaches zero, he or she cannot be resurrected at all.

Base Statistics





DEXTERITY (DEX): The ability to dodge a missile, pop a trap on a treasure chest and avoid a lance. Overall, it is the ability to move the body, hands and feet in response to any situation. Since dexterity is so important to movement, it is directly related to the character's natural armor class (the ability to dodge a monster's hit). In combat, dexterity affects the amount of times a character can *hit* a monster within a *single attack*.

SPEED (SPD): Is the length of time a character needs to perform any given action. The higher the speed, the faster he or she moves or accomplishes a task. In combat, speed determines how many times a character can *attack* a monster in *one round*. Because speed is important to movement, like dexterity, it also directly affects the character's natural armor class.

PERSONALITY (PER): The friendliness of a character, it affects the way he or she interacts with NPCs. Characters with high personality tend to be extroverted and charismatic. Low personality characters are more introverted, laid back and shy. A good blend of personalities will help your party to get along with the many different creatures within Wizardry; while some NPCs are candid and prone to shaking hands, others are more reserved and will appreciate those with similar attitudes.

KARMA (KAR): Affects everything your character does and acts as a sort of ethical meter. While its effects are somewhat mysterious, Karma is, in general, the belief that what goes around comes around (or follows you around). Characters with high karma are generally happy-go-lucky. Characters with low karma tend to be less care free, through no fault of their own. In fact, a blend of karmas is useful for a party. NPCs with high karmas tend to like characters also highly inclined. Characters with low karma tend to appreciate their low-karma kin, and might even go so far as to help them.

Secondary Statistics

Aside from a character's base statistics, many other facets weave together to make your character whole. Determining how far she can travel before resting or how much damage he can endure before death, your character's secondary attributes are directly related to and affected by your character's base statistics.



HIT POINTS (HP): Hit points represent the amount of damage your character can endure before death. For example, let's say your character has 10 hit points when in full health. In combat, a monster bashes the character and causes eight points of damage! Your character's hit points would now show 2/10, the "2" reflecting the amount of damage the character can now endure before death, and the "10" to remind you of the character's hit points when he or she is in full health. Hit points are represented by the red bar in your character's icon.

STAMINA (STM): Stamina is a measurement of your characters' endurance. They can only walk so far or fight so much, before they fall flat on their faces from exhaustion - and that's what happens if stamina reaches zero. A fully rested character can fight harder and hit for more damage than a tired character. When any character's stamina becomes low, it's time for a rest. Stamina is represented by the yellow bar in your character's icon.

EXPERIENCE POINTS (EXP): As your characters slay monsters and perform special tasks, they become more experienced in their trade and their art. To reflect this experience, Wizardry awards experience points. As these experience points build up, your characters will gain experience levels (LVL).

LEVEL (LVL): Learning the ways of Wizardry, your character becomes more experienced. To reflect this experience, the character earns experience levels which in turn give him or her greater powers and abilities.

RANK (RNK): As your character becomes more experienced, he or she will earn ranks within his or her profession. The rank serves as a title of sorts, and helps to identify the character as an outstanding member of the profession.

MONSTER KILL STATISTIC (MKS): For the hack-slasher, this is the all important statistic. The number you see represents the number of monsters you have sent to the Grim Reaper.

GOLD PIECES (GP): Gold is the medium of exchange for the world of Lost Guardia and allows you to trade with NPCs, buying or selling items, treasure or information.





THE CANDLE OF LIFE: The sun sets and the moon rises; your characters grow a day older. When they first begin Wizardry, your characters will be young and full of vigor, and the candle to the right of your character's portrait will burn bright and its wick will be long. However, each occasion your characters "Rest," they get a bit older (only by 8 hours). Eventually, their vitality may lessen and they may, in general, start to show signs of their age. Death will also affect a character's candle; when a character dies, he or she loses a point of vitality. However, since Wizardry characters begin their adventure young, they typically have a long life ahead of them.

Clicking on the Candle of Life also shows you three additional, secondary statistics:

- **AGE:** Just like you, your characters age as the days pass. The number shown represents a character's age in "human" years.
- **LIFE:** As a result of a monster's blow or a clumsy walk off a castle's tower, your characters may be in need of resurrection. The number you see reflects the life they are currently enjoying.
- **NEXT LVL:** As characters gain experience points, they also gain levels. This number informs you how many experience points are needed until each character reaches his or her *next* level.

CARRYING CAPACITY (CC): All characters have a limited amount of weight they can successfully carry without encumbrance. If characters carry too much weight, they are typically easier for the monsters to hit, will have trouble fighting, and will use lots of stamina just to move their girth around. When your character is encumbered in such a way, Wizardry will let you know. In the character's review screen you will see Carrying Capacity's color has changed to:

- light blue - 66% to 74% of the total capacity
- yellow - 75% to 89% of the total capacity
- red - 90% or more of the total capacity

Characters can carry more than their CC, though it's likely to result in exhaustion.



The suit of armor on the right side of a character's review screen shows you how well protected he or she is against a physical or magical attack. This protection is known generally as armor class (AC).

There are three different armor classes: Body, Natural and Modifier. Armor classes range from a +10 (naked and vulnerable to attack) to a -10 (covered with enough plate mail to construct a small building). The lower your character's armor class, the better.

BODY AC: Each part of a character's body has its own armor class: head, chest, hands, legs and feet. These armor classes show you how well a particular body part is protected against *penetration* by a monster's weapon once the character has already been hit. Even if a monster hits your character, its weapon might not penetrate the armor on that body part.



NATURAL AC: Shows the character's ability to avoid being hit by a monster. Races such as the Faerie, whose small size and lightning movements make it difficult to target, have a naturally low armor class. Other races who are fast and dexterous share a similar ability. Characters who are skilled in Ninjutsu also have a naturally low armor class.

AC MODIFIER: Offsets the Natural AC and is consulted by Wizardry each time your character is hit. There are three parts to the AC modifier.

ENCUMBRANCE PENALTY: If your character's carrying capacity (CC) is overloaded from hauling 40 potions, 10 shields and a pack full of helms around, he's not going to move too well, and therefore he's easier to hit. In this case, you will see a positive number showing an increase in AC.

SHIELD BONUS: When characters protect themselves from a blow by using a shield, they are harder for monsters to hit. Characters who use a shield in battle will see a negative number reflecting a decrease in AC.

Armor Class (AC)





MAGICAL PENALTY/BONUS: Some magical items within Wizardry have the power to lower a character's overall armor class. Others can raise it. Magical modifiers cover the entire body.

Should your character be both encumbered and wearing a shield, Wizardry would display the average of the two. It's a good bet to periodically check the modifiers individually, just to make certain they aren't overloaded or otherwise encumbered.

When Wizardry needs information on your character's overall armor class (natural plus or minus any modifications), it adds the number in parentheses to the natural armor class to get an overall picture of how well protected the character is. In the case of a negative number, it's subtracted.

For information on equipping your characters, see the Player Character Possessions section of this manual.

Illnesses

Normally, a character will be "OK," suffering from no illnesses and generally healthy. However, your character may at some point become less than healthy, and fall prey to one or more of the illnesses common on Lost Guardia.

In general, these illnesses have three affects: the character will not perform as well, the character will be easier to hit, and more damage will be done if the character's armor is penetrated (your health insurance may increase as well). Some illnesses, however, have their own special side-effects. For all of these illnesses, except stoning, disease and death, resting may eventually remedy the condition. Sometimes, in spite of rest, magical intervention is useful or required.

AFRAID: Afraid characters will quake with fear at the sight of monsters, making such characters less capable and confident. Afraid characters may even try to run away from the party! If a character is scared enough, a tiny field mouse will start to look like a huge, fire-breathing dragon with grimacing teeth.

ASLEEP: Sleeping characters are incredibly easy to hit because they are unable to avoid being struck. If hit, a sleeping character will take up to double damage, but will wake up immediately. Of course, a sleeping character cannot participate in combat.





BLINDNESS: A blind character can't see what's going on and is more susceptible to a hit because of this. In physical combat, it's not likely he or she will hit a monster without some luck, and magicians' spells could be wildly off target.



POISONED: As the poison seeps through the bloodstream, a character becomes sicker and sicker. Eventually, without an antidote or some rest, the character will die. Sometimes poison is so potent, resting will not cure it quickly enough and the character will die before it clears his or her system. In such situations, an antidote is absolutely necessary.



STONED: Since your character is a statue, he or she can't do anything but stand there and collect bird droppings. Stoned characters are easy to hit, but it's difficult to penetrate their stone. Stoning, in fact, might be worse than death. Stoned characters lose a point of vitality, and when cured of the stoning, they may be dead. When you resurrect dead characters, they lose yet another point of vitality.



INSANITY: An insane character is, at least for the time being, absolutely nuts. For magical reasons, his brain has been scrambled like an egg missing its side order of bacon. You will have no control over the character, and may find yourself protecting other members of the party from him!



DEAD: A dead character is exactly that - dead. He or she must be resurrected by magical means, and when death comes a knockin', a point of vitality is lost.





The Player Character



NAUSEA: A nauseated character may (ahem) choke and gag and be helpless for the remainder of the round. Should this happen, he or she will be an exceptionally easy target.



(blue)

PARALYZED: Since the character can't move, even to fight, he or she is very easy to hit and can take up to double damage. There is a small chance, however, that the hit might just be enough to jolt the character's system back into action.



IRRITATION: Like that scratch you can never seem to reach, your characters will become preoccupied trying to quell an irritating itch, and they won't fight as well while trying to reach it.



(green)

DISEASE: At first, a diseased character will appear and act healthy (you will see they are diseased, however). In fact, besides general fatigue, he or she will feel just fine. However, as time passes, disease begins to ravage the character. Paralysis may set in. He or she may become blind or incapacitated. Their energy and their very life force (vitality) may be drained from them. If disease is not cured quickly, the character will soon erode to nothingness. If not cured before death, you will likely resurrect a character who will just die again.





With a party plan in hand, it's time to create the adventurous brood that will lead you into Wizardry and across the planet of Lost Guardia. From Wizardry's main menu, select Character Menu followed by Create.

The first step in creating characters is naming them. You may name your character anything you like, but the name cannot be longer than seven letters. Additionally, another character may not share the same name. Once you have entered the character's name, select "OK" to continue, and the name will appear underneath the character's soon-to-be-filled portrait.

On occasion, we all make typos. If you accidentally named your character something other than intended, just select the Rename option.

A character's race is an all-important selection. It affects the professions your characters may pursue, their natural traits, and once selected, it's for good. After selecting your character's race, you will see that he or she has been given a set of minimum, base statistics. A complete description of character races is in Appendix A of this manual. Statistics were covered earlier in the Player Character section.

After selecting your character's race, you will select a male or a female gender. Males tend to be stronger than females, but female characters have a higher personality and karma. When you choose your character's gender, you will see a modification to his or her base statistics.

With your character's race and gender determined, it's time to determine his or her career path. Fourteen fields of study are available to your character. You'll find each fully detailed in Appendix B of this manual.

The professions your character qualifies for are determined by the number of bonus points he or she is awarded. Bonus points reflect the amount of training he or she has had and are balanced against a character's race to determine the professions available to him or her. Since each profession has minimum requirements for entrance, you may or may not see every available profession on your screen.

Naming Your Character

Selecting a Character's Race

Selecting a Character's Gender

Selecting a Character's Profession





When you select your character's profession, you will likely see an increase in some of your character's statistics. The points that were added to the base statistics were automatically taken from your character's bonus point total to allow him or her to meet the minimum entrance requirements for their profession.

Sometimes, even after you have met the requirements of the profession, you may have bonus points left over. To distribute your extra bonus points, select a statistic, and add or subtract points by clicking on the arrows. You can change the statistics any way you like, but you must use all of the bonus points you have been given. Also, you cannot push a statistic below its original value or above 18.

Keep in mind that it won't do you much good to have a muscle-bound Mage or a weak, but intelligent, Fighter. Add these extra points where they're sure to make a difference.

Selecting a Portrait

Wizardry comes equipped with many different faces for all kinds of characters. To view the portraits, simply click on either side of the portrait until you find the right one for you. If your character decides to have a face lift later on, just choose the Edit and Picture option.

Selecting Skills & Distributing Skill Bonus Points

When you first create a character, his or her skills may be rather underdeveloped. Typically, they have but a few points in their professions' area of expertise. To help you broaden your character, skill bonus points may be awarded and distributed in any of his or her skill areas: Weaponry, Physical & Academia. Each skill is fully described in Appendix C of this manual.

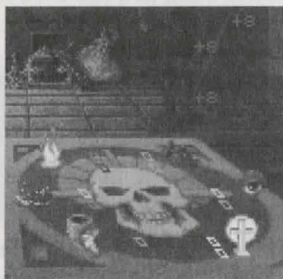
Each skill area receives its own share of points that represent his or her profession's learning. To distribute your character's skill bonus points, just select a category by clicking on it: Weaponry, Physical or Academia. Then, select any skill you wish to improve by clicking on its arrows. Remember, you cannot adjust the points lower than their original amount or allocate points for one skill area in another, and you must use all the points you have been given.





Depending on your character's profession, you may be able to select some initial spells for his or her spellbook. There are six realms of spells in Wizardry, and each offers different types of magic to a spellcaster. To view the spells you have available, select each realm by clicking on it.

Fire —
Water —
Air —



— Earth
— Mental
— Divine

When you see a spell you would like to learn, click on it as well. Then, select Learn, and the spell will be written to your character's spellbook. Sometimes your character may learn more than one spell. If so, just repeat the process. Complete descriptions of magical spells are in the Magic Spells section of this manual.

The last step in creating a player character seals his or her good fortune. When you feel the moment is right, click your fate. No matter what number you get when the roll stops, remember that a low karma isn't necessarily "bad." In fact, within Wizardry, both high and low karmas are needed. You will meet people with both extremes. Since birds of a feather flock together, having a mix of karmas in your party will likely prove beneficial.

When it's all said and done, Wizardry will ask you if you would like to save your character. Undoubtedly, if you have created the world's next Hercules, you will select "Yes." However, if you have created a fighter who can't tell the difference between his hands and his feet, select "No."

Selecting Spells

Casting Karma

Saving Your Character





Gold coins line the pockets of successful adventurers, and the best of swords, shields and armor adorn their bodies. Freshly created characters, on the other hand, are light on gold, and have been provided with some elementary armor and weapons by their training masters. These goodies, along with hundreds more you will come to possess, may be examined, equipped and used in many ways within *Crusaders of the Dark Savant*.

When your characters start *Crusaders of the Dark Savant*, they are carrying a few basic items. To make these items useful, you need to equip and wear them. After all, that nice set of leather armor won't do you much good while it's still in the box.

Equipping & Wearing Items

To equip an item, click on it and drag it to the suit of armor on your character's review screen. The item's name will change color to show you it has been equipped. Depending on the nature of the item, several things could happen when you equip it.

- Items of a protective nature will lower a character's Natural or Modifier AC when equipped.
- Items of a magical nature may change your character's statistics or other attributes. Wizardry will ask you if you wish to "invoke" such items.
- Items of a functional nature, such as weapons, may be equipped as primary or secondary. When you select a primary weapon, it is held in one of the character's hands, and is the first weapon to be used against a creature in combat. You may select a secondary weapon, a shield or another item to fill the secondary spot. If your primary weapon requires two hands, you will not be allowed to select a secondary item.
- Items that are magically cursed will "stick" to your character, cannot be removed without a Remove Curse spell, and have a variety of effects on your character.
- Items that cannot be equipped for one reason or another (race, gender or profession limitations) will "chime" and remain in your character's standard inventory.

Using Items

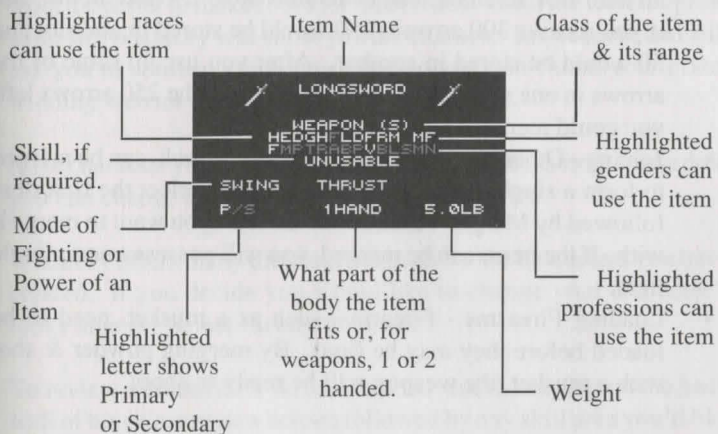
To use an item, click on it. Depending on the item you have selected, Use may do one of several things. For example, if you're looking at a potion, Use may allow you to drink it. If it's a book, on the other hand, Use allows you to read it. If the item isn't usable while you are reviewing your character, a door key for example, Wizardry will chime to let you know.





With over 500 items found in Wizardry, you would wear out a hundred pencils trying to keep track of all their properties. So, Wizardry tracks them for you. To find out the features of an item, select the item followed by **Assay**.

Assaying Items



The diagram above shows you what the various sections of the Assay screen mean. Depending on your character's artifact skill and the general complexity of the item, you may or may not be successful in your attempt to explore all the item's intricacies. As your character becomes more skilled in artifacts, however, he or she will be able to discern more and more about Lost Guardia's items.

Regardless of the level of artifact skill, Assay will not show you the power of magical items, except potions and scrolls. Assay also will not show you any special power or curses that might be contained in the item. Cast an Identify spell to reveal these aspects of the item in question.





Player Character Possessions

Merging Items

Items that can be joined or grouped are combined using the Merge option. Depending on the items you are trying to join, Merge will do one of several things:

- **Grouping** - In some cases, you can carry more than one item in an item slot. Each item slot can hold up to 250 like items. So, if you receive 300 arrows, 250 would be stored in one slot and 50 would be stored in another. After you use up some of the arrows in one slot, say you now had 200 of the 250 arrows left, you could merge it with the group of 50.
- **Joining** - Other items, such as a rope and a hook, can be merged to form a single item. To Merge an item, select the first item followed by Merge. Then, select the item you want to merge it with. If the items can be merged, you will possess a new, single item.
- **Loading Firearms** - Firearms, such as a musket, need to be loaded before they may be fired. By merging powder & shot with a musket, the weapon will be ready to shoot.

Putting Items in the Swag Bag

Each character carries his or her own swag bag: a place where they store things. Whenever you review your character, you will see his or her swag bag resting against the back wall of his or her review screen. To "Swag" an item, select it and then the swag bag. Each bag holds 10 different items. Grouped or merged items such as arrows and missiles count as one item.

Dropping Items

If you would like to drop something, select the item and then the Drop option to do so. The item falls to the ground and is available to anyone who passes by. You may prefer to sell your unwanted items to NPCs or stash them in your swag bag in case you might need them later on. Note: All items, even those essential to your quest, can be dropped.

Trading Items Between Characters

While on an expedition, one of your characters may find a neat trinket and wish to give it to another character. To do so, select the item followed by a character to trade with (left side of the portrait for previous character and the right side for the next character). When you come to the character of your choice, deposit the item in his or her inventory.





Just like Review in the Master Options menu, this option allows you to inspect another character of your choice.

Wizardry allows you to create up to 16 different characters. However, from time to time, you may need to delete a character or two from the roster to make room for others. Just select the Delete option to do so. Wizardry will show you the character in question, and will ask you to confirm your choice just so you don't send your prize-winning warrior packing off to the golf course.

If the character you proudly named Genius is acting more like a dolt, you can change his or her name using this option.

Wizardry offers many different portraits for the characters you have created. If you decide you would like to change your character's looks later on, select Picture to do so.

To review a character's skills, click the shield hanging on the back wall of his or her review screen followed by any skill area you'd like to review.

The altar on the floor of a character's review screen contains all the information about his or her magical inclines. Click on the altar, and you will see a magic window. You may not cast spells until your expedition begins, but you can review what's available. For further information on magic, see the Magic Spells section of the manual.

To exit a character's review screen, click to the right the suit of armor - right where you see "Exit" sign.

Review

Delete

Rename

Picture

Skills

Spells

Exit



Change Profession

Once you and your party begin your adventure, other options will be available to your characters. To use any of the options below, click on your character's nameplate (below his or her portrait) while in his or her review screen.

When your character feels it's time for a change of pace, the Change Profession option allows him or her to switch careers mid-life. To see which profession the character qualifies for select the Change Profession option. Keep in mind that each profession has its own minimum requirements, so you may not see every possible choice in your selection (see Appendix B: Character Professions for information on minimum entry requirements). Select one of the professions you see, or none at all. When characters change profession, several things happen:

- They immediately begin learning the skills of their new profession, and stop learning those of the former.
- They drop to experience level 1 in their profession, and their statistics drop to meet the minimum entrance requirements. When this happens, it might appear that your dazzling Mage poured his brain on the floor when he changed profession to a Fighter. However, that's not the case. When characters begin a profession, they aren't adept in its ways, nor are they sure what to do. As they learn the ropes, however, they begin to work faster and better and their statistics will increase to reflect their improvement within the profession.

Change Portrait

To change your character's looks while adventuring, select the Picture option. Just like when you created your character, scroll through the pictures until you find the right one.

Change Name

To rename your character while adventuring, select the Rename option. You can rename your character anything you like, but the name must not exceed seven letters, and no other character can share the same name.



After a few healthy encounters with monsters, your characters will gain some experience points. When they build up enough experience points, they gain experience levels.

Gaining a level is a joyous occasion. On the screen, you will see your character's window and an announcement that he or she has gained a level. Following this, you will automatically get all the news about changes to your character.

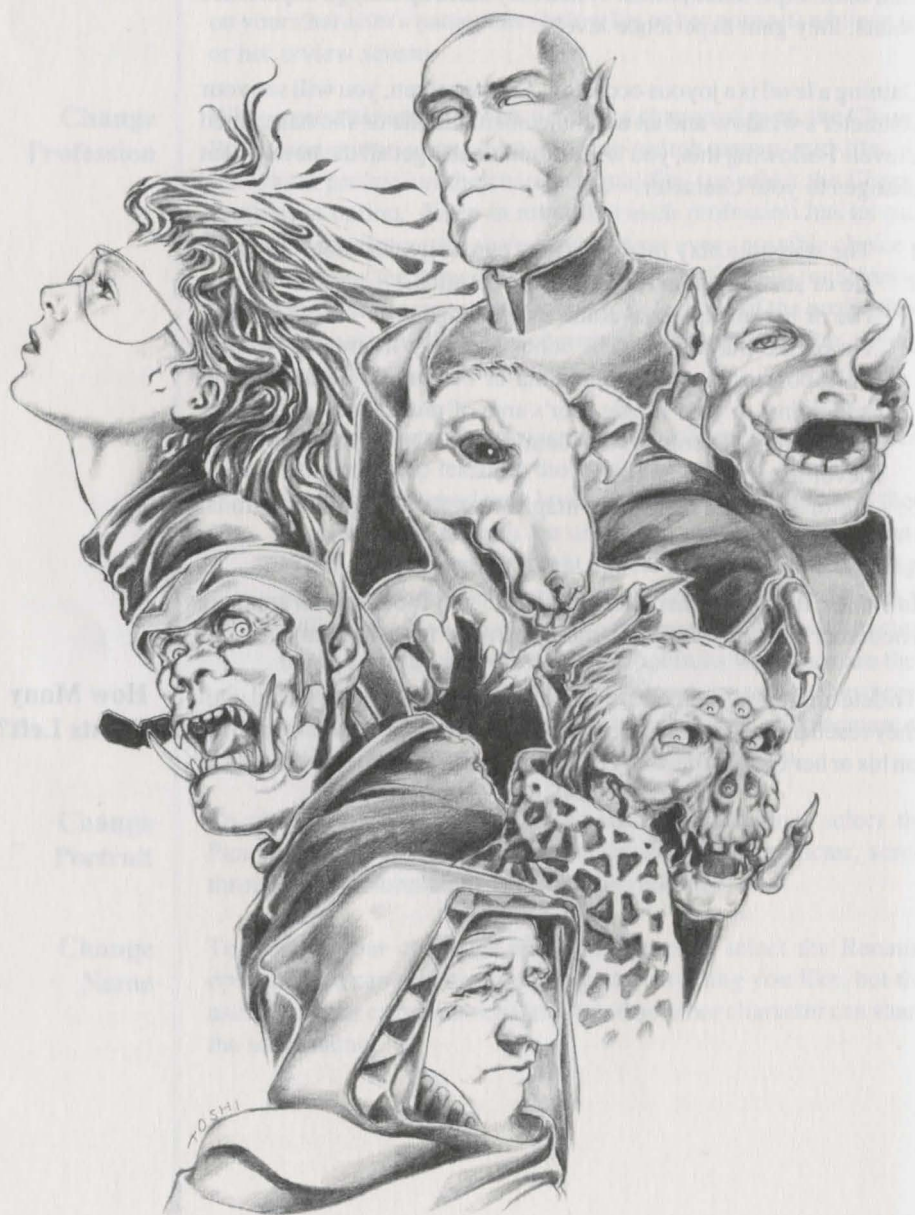
1. The statistics may increase (they can decrease, too).
2. He or she may gain hit points and stamina.
3. His or her professional Rank may change.
4. He or she may get a skill bonus to apply in areas of choice (Weaponry, Physical, Academia or Personal). Remember to add points to your magic user's area of proficiency (Alchemy, Theosophy, Theology, Thaumaturgy). Otherwise, they may never learn any new spells.
5. He or she may learn new magical spells and gain additional magic points.

In some cases, your characters may have survived such an amazing encounter that they will gain more than one level at a time.

To determine how many experience points your characters need until they reach the next level of experience, review the character and click on his or her Candle of Life. There, you will see the points remaining.

**How Many
Points Left?**



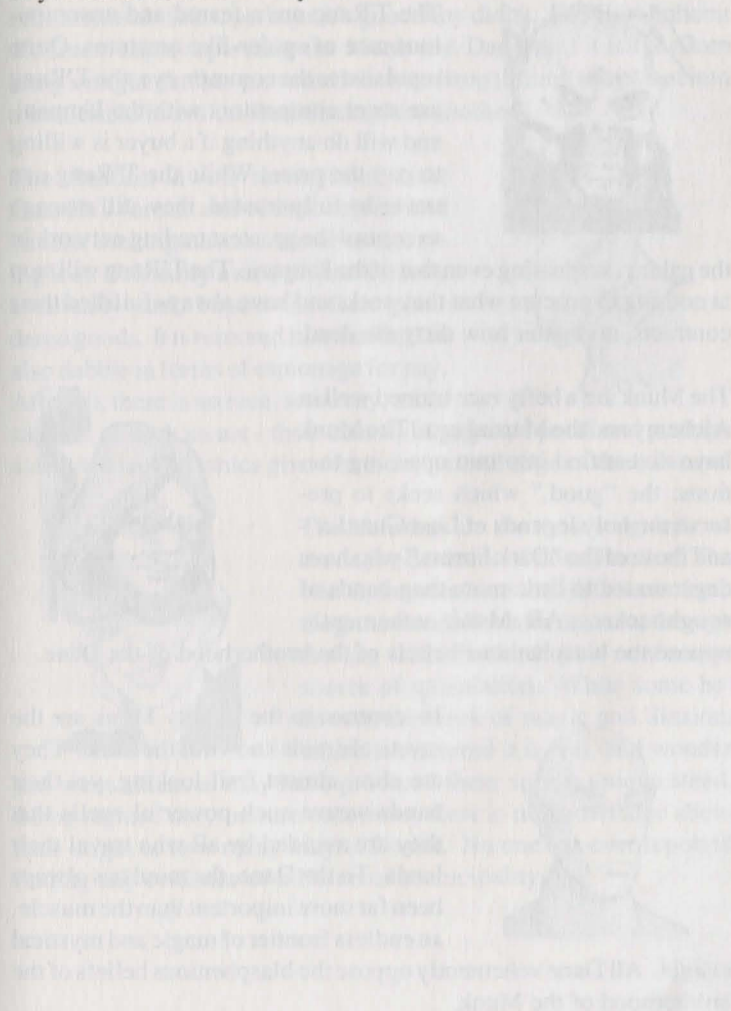




As your party travels the world of Lost Guardia, they will meet several or all of the creatures, known as Non-Player Characters, who inhabit the lands. Some will become their friends, others their adversaries, in a continual search to uncover the unknown whereabouts of the Astral Dominae.

Just like your characters, these NPCs have their own lives, allies, foes, thoughts, personalities, strengths and weaknesses. And, just like you, NPCs have a good memory. Of course, NPCs also have their own ambitions and goals. NPCs control their own movements, just as you make decisions for your characters.

Welcome to the Lost Planet



gong

Mark

Mark

Mark

Mark





Umpani

Throughout the galaxy, the Umpani are considered to be fair and reliable traders, selling and buying wares acquired in their extensive galactic travels. Their network of merchants is monstrously huge, and is said to comprise a large portion of the space trade industry. The Umpani are also a rather militaristic race, and are considered to have the greatest assemblage of military power in the galaxy.



T'Rang



The T'Rang are a feared and unscrupulous race of spider-like creatures. Quite repulsive to the common eye, the T'Rang are strict competitors with the Umpani, and will do anything if a buyer is willing to pay the price. While the T'Rang can never be fully trusted, they still manage to control the greatest trading network in

the galaxy, surpassing even that of the Umpani. The T'Rang will stop at nothing to procure what they seek, and have always fulfilled their contracts, no matter how dirty the deed.

Munk

The Munk are a hefty race trained well in Alchemy and the Martial arts. The Munk have diversified into two opposing factions: the "good," which seeks to preserve the holy legends of Lost Guardia - and those of the "Dark Forest," who have degenerated to little more than bands of roughnecks. All Munk vehemently oppose the blasphemous beliefs of the brotherhood of the Dane.



Dane



In contrast to the squatty Munk are the mystical druids known as the Dane. They are slim, almost frail looking, yet their hands weave such powerful spells that they are avoided by all who travel their lands. To the Dane, the mind has always been far more important than the muscle, an endless frontier of magic and mystical

insight. All Dane vehemently oppose the blasphemous beliefs of the brotherhood of the Munk.



Well-muscled and skilled in the arts of melee combat, the Gorn army stands as the greatest native fighting force on Lost Guardia. The Gorn are known to be radically loyal to their own kind, and while they mix well with the others who live on and have come to Guardia, they are intensely secretive about their private

Gorn

lives. The greatest secret of the Gorn is the location of their hidden castle. While it is known to exist, no Gorn will speak of it, and even the best trackers have failed to uncover its path. Given the Gorn's militaristic abilities, perhaps it's good they didn't. The Gorn inhabit the forest lands separating the Munk and Dane, and it is the Gorn army's might that has prevented the two from turning the planet into a battlefield intent on annihilating one another.

The Rattkin dwell throughout Lost Guardia's forests and towns, rogues and bandits seeking unwary travellers carrying loot. Primarily a race of thieves, they eventually seek buyers for their plundered goods. It is rumored that the Rattkin also dabble in forms of espionage for pay. After all, there is no race, some say, more capable of such an act - their lean styling, great speed and perhaps a decided lack of ethics gives them the natural edge in the business.



Rattkin



The Helazoid are the most enigmatic of the native denizens of Lost Guardia. The odd flying machine that lifts them from the ground and allows them to soar through the sky with the birds is a continuous source of speculation. While some believe it the work of magic and illusion, others are assured it is real, and wonder

Helazoid

just what alliances may have procured them such a unique steed. Being sighted only on rare occasions, there is no knowledge about their origin or how many may still exist. No one has ever reported finding any evidence of a Helazoid municipality.





Meeting NPCs

Wandering through a forest, a creature approaches your party. You have never seen the likes of it before, and engaging it in battle may be a bit hasty. After all, it might have some information to offer. The creature appears reserved and uncertain of your ambitions as well.

When you first encounter an NPC, the creature may be neutral toward you and your party, neither liking nor disliking you. On the other hand, it could be wildly hostile or generously friendly. It relates to your characters individually and as a group, greeting some members with pleasure, others with arrogant disdain.

Initially, the creature may allow you only three of the available NPC options: Truce, Fight and Leave. However, as you get to know one another and pass through negotiations using the Truce option, your options and the NPC's confidence in you may increase. Of course, the opposite could be true as well.

Pause - Slowing Things Down

When you meet NPCs, talk to them or listen to their tales, you may want to take notes for future reference. By pressing the [SPACEBAR], the game will halt the dialog to allow you the time to take notes. Press the [SPACEBAR] again, or click anywhere on the screen to resume the conversation.

The Art of Negotiations

To gain the trust of any creature who isn't familiar with your party, one or more sessions of negotiations may be necessary. In general, negotiations try to bridge the gap between "distrust" and "trust" that separates strangers.

Stepping to the Table

A silver tongue and a dashing personality, might get you on their good side quickly. For lesser skilled diplomats, negotiations may take a little longer.

Negotiations begin when a character skilled in diplomacy, generally a Priest, Bishop or Lord, accepts the truce offered, and greets the other party's leader. At the meeting, your diplomat will have four different options:

Up-ing the Odds

BRIBE: Before actual negotiations begin, Bribe puts some cold cash into the pocket of the other party's leader in an attempt to up the odds of successful negotiations. Your party's leader, having had face-to-face contact with the other party, determines the amount of money





necessary for a hopeful bribe and removes it from the party's treasury. Remember, however, sometimes it can be very costly to buy friendship. When the bribe is completed, actual negotiations may begin (Peace or Force) or more bribes can take place.

GIVE: Just like Bribe, Give works to increase the chances of successful negotiations. However, Give allows you to pass items and other trinkets that you select from your party to theirs in hopes of winning favors. After the gift is given, actual negotiations may begin (Peace or Force).

PEACE: The straight line method of negotiations that relies on a character's diplomacy and personality to improve relations between the party and the other group. Peace can, of course, be helped along by bribes, gifts and magical spells such as Charm.

FORCE: When your diplomat's throat is sore, and your wallet is thin, you'll soon realize there's only so much you can do to get the information you want. The "tell me or I'll beat it out of you" approach relies wholly on your party's strength versus the other party's. If you succeed in getting them to speak with you, it will generally leave a bad impression of your group with them.

Should negotiations go well, the NPC may befriend your party, offering its knowledge, lore and goods. On the other hand, it also may walk away from you, or if angered, may attack.

Idealistically, it would be nice if your party could truce and make friends with every creature on this planet. However, the political network that exists on Lost Guardia makes this an improbable task. If you don't succeed in your best efforts at negotiations, you may force them to talk to you or rely on the words of the network of friends you've built up.

Negotiations





Aside from exchanges of information between you and Lost Guardia's creatures, NPCs offer other options that can benefit your party in its quest.

Talk

Allied NPCs are generally talkative individuals. Some of them may be willing to aid you in your quest. Others may be looking for information that you can provide. Whatever their motive, Lost Guardia is filled with such creatures who are knowledgeable about the area, its lore and its creatures. While they may not necessarily babble off all of their knowledge, they may share some of it provided you know what to ask.

- Who are you?
- What do you do?
- Ask them about things that interest you.
- Have you heard any rumors lately? Often the NPCs may know several interesting tales and you might ask for additional rumors as well.
- Ask about topics they mention.
- When talking with an NPC, try speaking in complete sentences. It gives the NPC a better chance of understanding what the strange aliens in front of it are babbling about. If you ask a question, end it with a question mark.

When you select the Talk option, you will be asked to pick a character to talk with the NPC. Type in anything you wish to say. "Hello" is a good start. When you have finished the conversation, simply type "Goodbye" or "Bye."

Lore

Travelling the same land as you, NPCs have learned much about it. Likewise, your party has collected its share of local news, events and interesting tidbits in its travels. When you are looking to exchange such information with NPCs, you may want to select the Lore option.

Since an exchange of Lore reveals all that your party has uncovered, it's wise to exchange this information with allied NPCs. Otherwise, you may inadvertently aid an enemy.

When you select this option, the NPC and its group may begin to tell you of their adventures and what they've learned along the way. They may offer you hints about an item you are desperate to find, or perhaps they'll give you directions to a place you've never been. Of course, they might deny knowledge of anything.





Sometimes you may wish to use a scroll or a certain item while conversing with an NPC. Wizardry will ask you to select a character followed by the item he or she wishes to use. You may use items directly out of the swag bag.

Use

Everyone needs to make a bit of money, and NPCs are no exception. Often, you will find them holding some sort of mini garage sale. You may buy items he or she has collected or sell items you no longer have a need for. When you select Trade, Wizardry will ask you to choose a character to do the bartering. You will then have four options:

Trade

BUY: When you opt to buy, you will see a list of the NPC's available items. Each item along with its general characteristics and price will be shown. If you see something you like, select it. If you have enough gold, the deal is complete. If you are short on cash, you may use the Pool gold option to get the money you need. Occasionally, an NPC won't sell your character an item. For example, if the NPC doesn't like the character doing the dealing, he may simply refuse to part with any of his goods. Further, NPCs won't sell a character an item he or she can't use. This way you won't waste your gold or load your characters down with useless items. Sometimes you may be forced to steal an item you would like to buy: the only character who can buy the item happens to be the one the NPC can't stand.

SELL: If you are out to make some money, selling your unwanted items is one of the best ways to do so. When you select the Sell option, you will be asked which item you wish to sell. Select the item, and if the NPC is interested, a price will be quoted. If it sounds good, accept the offer. Of course, you can politely decline, too. Before you can sell an item, you must unequip it. Like your characters, each NPC has a certain amount of gold to part with, and he or she may not be able to afford all of the items you are offering. Additionally, some NPCs may decline to buy your items simply because they don't care for the character doing the dealing.

GIVE: When you are feeling generous or sorry for an NPC, you may be compelled to give it something. On the other hand, if you are facing an NPC who thinks your party is dungeon slime, you may be able to convince it to look at your group favorably by giving it a few hard-earned gold pieces or a new, shiny shield. Remember, however, an NPC will usually keep the object you give, so be careful not to accidentally part with your Turbo-Charged-Super-Maximum-Militant-Death Sword.





Spell

Some spells, such as Charm and Mindread, can be particularly useful when you Truce or Talk with an NPC. During the second stage of negotiations, for example, cast a Charm spell to up the odds. A Mindread spell helps a magic user to read what's on an NPC's mind. To cast a spell, select Spell, a character to cast the spell followed by the spell and its power level. For more information on the spells available to you, see the Magic Spells section of this manual.

Pool

When you are looking to purchase an expensive item or you are attempting to bribe an NPC, the Pool option can be used to transfer all of the party's gold to one character. Select Pool and designate a character to receive all the party's gold.

Steal

Can't afford that sword? "No problem," says the character skilled in Legerdemain, the art of the pickpocket. Select Steal and choose a character to do the pilfering. The character will attempt to pilfer the NPC of some gold, or perhaps you might get that sword you wanted. Of course, you may not get away with it, and the NPC will no doubt think less of your group or possibly attack.

Fight

For whatever reason, your party decides a fight is in order, and selects the Fight option. As with regular encounters, combat options will appear. If you kill an NPC, he or she will be gone forever, along with any clues he or she may have given you.

Leave

Unless you defeated the NPC in combat, select Leave to end your meeting.





The essence of Wizardry is adventuring. It's time to accept the challenge and venture into the unsafe, but potentially lucrative, world of *Crusaders of the Dark Savant*.

Successful adventures consist of at least eight stages:

1. Preparing a well-balanced party that becomes more experienced and powerful as they grow.
2. Exploring the world and searching for its many secrets.
3. Defeating hostile creatures who would otherwise thwart your quest.
4. Resting your party from time to time to recoup stamina and magic power.
5. Finding various objects you will need to assist you.
6. Meeting and learning from Non-Player Characters (NPCs) of Lost Guardia.
7. Making notes about what you see and hear and using this knowledge along with intuition and logic to help you complete your quest.
8. Staying alive!

Each time you resume your expedition and are ready to begin play, take a minute to check out your characters. If anyone is without full hit points or incapacitated, a spell or a few hours of rest might be advisable.

Where to Begin?

Once you have created a blend of characters that you believe can triumph the rigors of the world, it's time to form your party and head off to adventure. Depending on your progress, you will select one of the three routes below to get there.

- * Starting a New Game with Level 1 Characters. From the Wizardry main menu, select Add Party Member. From the list of characters, select six to form a party. Then, select Start New Game. You only use this option when you are beginning a new game with new characters that you have created in *Crusaders of the Dark Savant*.
- * Resuming a Saved Game. If you already have an expedition underway, select Load Savegame.
- * Importing Characters. If you have a party from *Bane of the Cosmic Forge*, you can import them into *Dark Savant*. See your Quick Reference Card for further information.





Since your party walks in a parade formation, it's important to determine - before you meet any monsters - just what the order of that parade will be. Essentially, the strong, fighting characters or those with low armor classes should be toward the front. Spell casters and weak or injured characters with low hit points should be toward the rear. To move a character, click on his or her name and select another character to switch places with.

Generally, only the first three party members will be subject to a physical attack by the monsters. However, some monsters may be equipped with ranged weapons that allow them to attack further into your ranks. Other monsters can sneak up on your lowly Mage, who cowers in the sixth position, and scare the robes right off him. A Giant may step over some of your characters to get at the weaklings in the rear. Additionally, monsters may cast spells on any or all members of your party.

As you explore Lost Guardia, you will come across cities, outposts, rivers, streams and forests that are home to Lost Guardia's denizens. You may also find a good many gates, buttons, ladders and other landmarks that lead the way (or try to conceal the way) to these locales your party is eager to visit.

Whenever you come across a gate, you can be certain it was put there for a reason - to keep you out or something else inside. Should you come across a gate, and find your party at a standstill, try to use keys or items your party has come across or search the area for possible hidden fixtures.

Your party enters a room, and your Detect Secret spell is in effect. Its eye starts to blink as you search a wall - and that's when you notice it. The button that's so small it nearly blends into the rock itself. Whenever your party comes across such a button, you can be certain, in most cases, that it will do something when pressed. Just what it will do is anybody's guess! To press the button, simply click on it or use the Search option.

Much like buttons, only more visible, levers generally activate something or another. When your party finds a lever and can't resist the temptation to touch it, click on it or select the Search option.

Ordering a Party For Adventure

The Terrain

Gates

Buttons

Levers





Climbing Up Ladders & Into Pits

Leading the way to an upper floor or into the recesses of a dungeon, ladders are typically a most welcomed find. To climb up or down a ladder, click on it.

Ambling down a forest's path, you see a gaping hole in the ground. It's possible, of course, that something or someone could be down there. Should you decide to climb into its depth, click on the pit to climb down. Unlike climbing ladders, Climbing skill is essential as you scale the pit's sides.

Locked Doors

Locked doors are found throughout the Wizardry world. Perhaps the door leads the way to a Alchemist's chamber or even a king's cache. Wizardry will inform you that the door is "Locked," but don't be disheartened. It's possible for your characters to open such doors. For complete information on locked doors, see the Locked Doors section of this manual.

Treasure Chests

For gold, swords, shields and all sorts of riches, few things compare to a treasure chest. Of course, *finding* a chest is only the half of it. Creatures often place traps on chests so their goods won't be easily lifted. For complete information on disarming chests, see the Treasure Chest section of the manual.

Abandoned Items

Your scout spots it almost immediately - a sword resting by a tree. One look at its golden hilt and the gleam of its blade draws your party toward it. Whenever you come across an abandoned item that you would like to have or at least check out, click on the item and select a character to receive the item. The item may be something your party or another has left behind. On the other hand, it could be a cursed item or a booby trap. Abandoned items always appear in the lowest right-hand corner of your screen.

Water

To beat the heat of a day's adventuring, there's nothing like wading in one of Lost Guardia's streams. Of course, her oceans and rivers are inviting, too. Before your party sets your sights on a dip, however, check your character's swimming skill. Characters with less than 10 skill will likely drown from fright before they're even in over their heads!



To start Wizardry, follow the directions on your Quick Reference Card. In no time, you will see Wizardry's title screen, and then you will be at the Master Options menu.

The Master Options menu is the gateway to all Wizardry has to offer. It's also the place where all adventures begin. Just click anywhere on the screen to view the options available to you and your party.



If this is your first stay in *Crusaders of the Dark Savant*, you may need to visit the Character Menu. Here, you can create characters to lead you through your adventure. The Character Menu, along with all its options, is explained fully in the Creating a Character section of this manual.

From the hopeful roster of characters you have created, use this option to pick those who will join you on your journey into Wizardry. The characters you select will form a party - a group of up to six adventurers gathered together to explore the world.

When you select the Add Character option, you will see the names, races and professions of all your characters. To add a character to the party, select his or her name and then select "OK." The member's icon will appear on the screen declaring him or her an official party member. You can add up to five more characters. Should you accidentally select the wrong character, click Cancel or a more desirable character instead.

Character Menu

Add Character





Caution: Use Add Character only if you are beginning Wizardry or want to start over with a level 1 party. This option loads characters from a roster of level 1 characters. If you have already begun Wizardry, use the Load Savegame option instead.

Load Savegame

If your party has already explored some of Wizardry's world and you have saved your game, you can resume your adventure where you left off using the Load Savegame option. When you select this option, Wizardry will ask you to confirm the name and location of the save game. For specific information on loading your save game, refer to your Quick Reference Card.

Review Member

If you would like to spend a little time one-on-one with your characters, select the Review Member option; you may also select the character's portrait. The character's window will appear along with all his or her attributes; these attributes are explained fully in the Player Character section of the manual. When you have finished reviewing your character, select Exit to return to the Master Options menu.

Dismiss Member

To remove a character from your party, use this option. The character leaves the ranks and heads back to the barracks.

Start New Game

Once your party's ranks are filled, and you are certain the party you see before you is the one for you, it's time to head off into the world of Wizardry. Select Start New Game to do so. If you already have an expedition underway, use the Load Savegame option instead.

Configuration

Using this option, you can customize Wizardry to your computer's specifications. You will find complete information for your computer and setup on the Quick Reference Card.

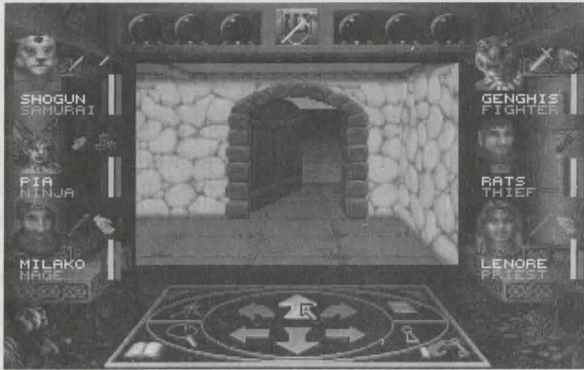
Import Characters

If you have played *Bane of the Cosmic Forge*, and have a party eager to continue their adventure, use this option to get them on their way. You will find complete information on party transfers on your Quick Reference Card.





It's a curious world full of creatures, places and treasures unlike any you have ever seen before. As your party adventures on Lost Guardia, you'll see a screen similar to the one below.



The screen you see before you is the stage for all the action that takes place within *Crusaders of the Dark Savant*. Each section of the screen will show you a part of this world, from your character's health to the weapons he or she holds in hand.

Across the top of the main play screen, you will see six crystal balls. It takes only a touch of magic to make them come alive, reminding the party of a spell in effect or otherwise helping them in their adventure. From left to right, each magic crystal does the following:

- **ENCHANTED BLADE:** Empowers swords with an extra "umph" so that it's easier to hit the monsters and penetrate their armor.
- **ARMORPLATE:** Provides magical armor protection to the party by lowering everyone's armor class.
- **MAGIC SCREEN:** Gives the party extra resistance to magical spells by reducing the power or effectiveness of magical spells that come the party's way.
- **DETECT SECRET:** Magically detects the presence of hidden items, unseen passages and the like, and "blinks" when your party passes such mysteries.
- **DIRECTION:** Gives the direction (north, south, east, west) the party is facing.
- **LEVITATION:** Lifts the party several inches off the ground and provides protection from falling into things such as pits (every little bit helps when you fall on your face). It also augments a character's climbing skill. Of course, Levitation will not save your party if they wander off the top of a mountain.



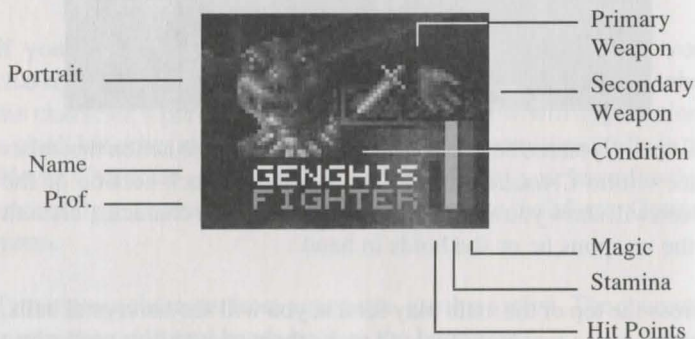


Each time your magic user casts an adventuring spell, a crystal ball glows with its power. There are numerous spells you can cast to achieve this effect, and all are described in the Magic Spells section of this manual.

In the center of the Wizardry screen, you will see the action window. Absolutely everything that happens on, in and around Lost Guardia will happen within this window.

Character Icons

To the left and right of the action window are your characters' icons, complete with all of their vital statistics.



First, you will see your character's portrait and below it, his or her name and profession. To the right, Wizardry shows you the primary and secondary weapons currently equipped; a plain hand indicates the character is using his hand as a weapon, has no weapon at all, or is using a weapon that requires both hands.

Just beneath each character's weapons is his or her current condition. With any luck, your character will be OK, and therefore have no condition displayed. However, there are many maladies within Wizardry that can affect characters in one way or another; each is fully explained in the Player Character section of the manual. Should one of your characters become so afflicted, the malady's icon will appear.

The most important parts of your character's icon are the three bars that indicate his or her general well-being. Each bar represents a percentage of the total amount of health, stamina or magic power available to the character.

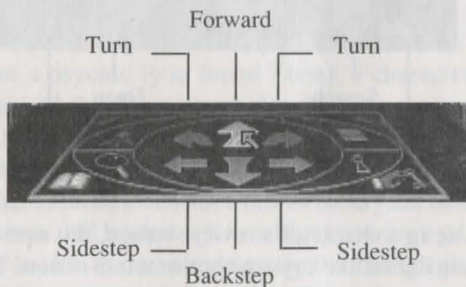




- The left (or **red**) bar in your character's icon shows your character's current health or hit points remaining. If he or she gets hurt, the bar will drop. A quick healing spell can restore your condition.
- The middle (or **yellow**) bar reflects the character's current stamina. As a character becomes tired, the bar drops. A few hours sleep can generally fix him up.
- The right (or **blue**) bar rises and falls to show your character's current, overall magical power. As each spell is cast, the bar falls. An evening or two of sleep will help to rejuvenate his or her spell power. A character who possesses no magical power will always be at 100% - but, that's 100% of nothing.

Across the bottom of the screen is Wizardry's interface. Whether it be a simple step forward or a quick healing spell, all game commands are carried out through the this pentagram.

There are three methods of movement in *Crusaders of the Dark Savant*: Turn, Sidestep and Climb. Two of these methods, turn and sidestep, are available all the time and directly through the arrows. The third method, climb, is available only when you see a ladder you would like to climb up or a pit you would like to climb into.



TURN: The top three arrows represent Turn movement. Turn allows your party to turn in the direction of the arrow pressed or, for the arrow pointing upward, advances your party one step forward. If you turn to the right or to the left, you occupy the same space, but face in the corresponding direction.

Movement



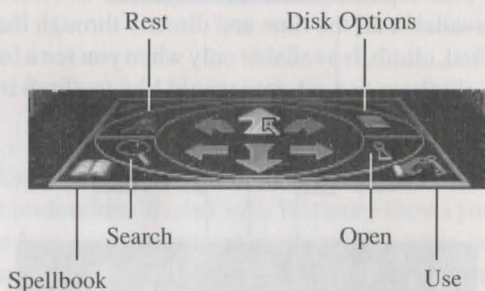


SIDESTEP: The bottom three arrows represent Sidestep movement. Sidestep allows your party to move over one space or backward one space in the direction of the arrow pressed. Your party will still be facing in the same direction as you were before taking the step. For example, if your party is facing North, and you select the left arrow, your party would move one space to the left, but still face North. Sidestep is very helpful when you are searching long walls or dense forests for secret entrances.

CLIMB: A ladder or another object that can be climbed requires Climb movement. When you come across a pit, for example, click on it, and down your party goes. Be warned, however. Before you go down into pits that are home to who knows what, save your game.

Party Options

As you explore Lost Guardia, you will occasionally need to cast a spell, take a nap or use an item. Within the outer circle and two lower corners of the Wizardry interface, you will find icons for all these options.

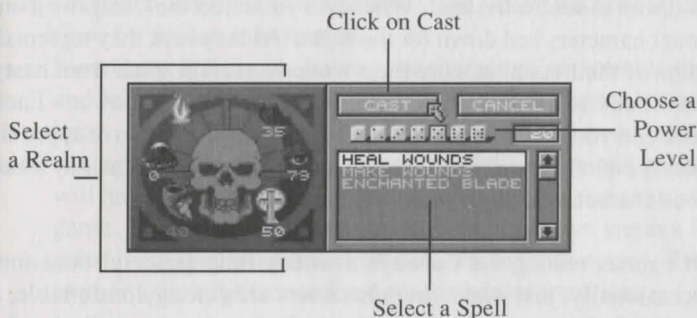


Use

Just like Use in a character's review screen, this option allows you to put certain items, like keys and potions, into action. To use an item, select the option, and a character who has the item you would like to use. Wizardry will then ask you to select the item. If the item you select has no particular use at that time, then "No Effect" will be displayed. Other items, like books, can be used only when reviewing your character.



Shortly after your party stumbles through a batch of thorny roses, you might need to cast a healing spell or two. Select the spellbook to do so. Of course, you may select the spellbook to cast any spell - adventuring, healing or even damage spells (if you want to fireball a tree, but it's not recommended). For more information on the spells available and casting of spells, see the Magic Spells section of this manual.



Spellbook

You are walking down a pleasant path when you notice what appears to be recent excavation - your Ranger tells you something is buried in the ground below. Whenever you feel so inclined, select Search to check the party's immediate area: the wall or tree you are facing, the floor you are standing on and the dirt below.

Search

Sometimes you will find your bounty purely by intuition. However, unless you are a psychic (you found Elvis), a character skilled in scouting is a great help. Magic users also offer assistance in the form of the Detect Secret spell. Like a magical scout, Detect Secret scans the party's area and looks for anything out of the ordinary. When your magic user casts Detect Secret, one of the crystal balls along the top of your screen will begin to glow with a knowing eye. When the eye twinkles, search the area right away. Although you may not necessarily find an item, a twinkle definitely means something is up.





Open

Whenever your characters come across a locked door or a secured treasure chest, select the Open option to get into its goodies. Depending on what you are trying to open, your characters will have several options. See the Locked Doors or Treasure Chests section of this manual.

Rest

After a hard day's adventuring there's nothing quite like a quiet campfire to soothe the soul. Whenever you select the Campfire icon, your characters bed down for the night. As they rest, they replenish some of their stamina, cure their wounds, recoup some from nasty conditions and replenish a portion of their magical power. Each occasion your characters are able to fully rest, they receive approximately eight hours of sleep along with all its benefits. You may wake your characters early by clicking the mouse.

Of course, resting isn't always a wonderfully peaceful occasion. Occasionally, just when your characters are getting comfortable, a group of monsters may notice them. Before you know it, they're kicking up the bed sheets and combat begins. With all the rustle, some members of your party may wake up to participate in combat. However, other characters, the really sound sleepers, may remain asleep. Your magician might be able to help in such situations by casting the Watchbells spell.

Warning: If you have a poisoned, diseased or cursed character in your party, try to cure the character before you rest. Some poisons, diseases and curses are so strong that they will kill the character before the neutralizing effects of sleep have a chance to work.

Caution: As your party sleeps and dreams of sugarplums, other creatures may be on the move. If you are hot on the trail of an important item or lead, you may want to stay awake. You can do so with food or Stamina, Restfull, Heal Wounds or Healfull spells.

Moving Characters

Sometimes, a member of the front line becomes injured or incapacitated, and you will want to move him or her to the rear to recuperate. To do so, just select the character's name. Next, Wizardry will ask you to select another character. When you do, the two will change places.





For all those non-fantasy activities, select the Disk option. Here, you can save your game, change the configuration of Wizardry or perform other disk options.

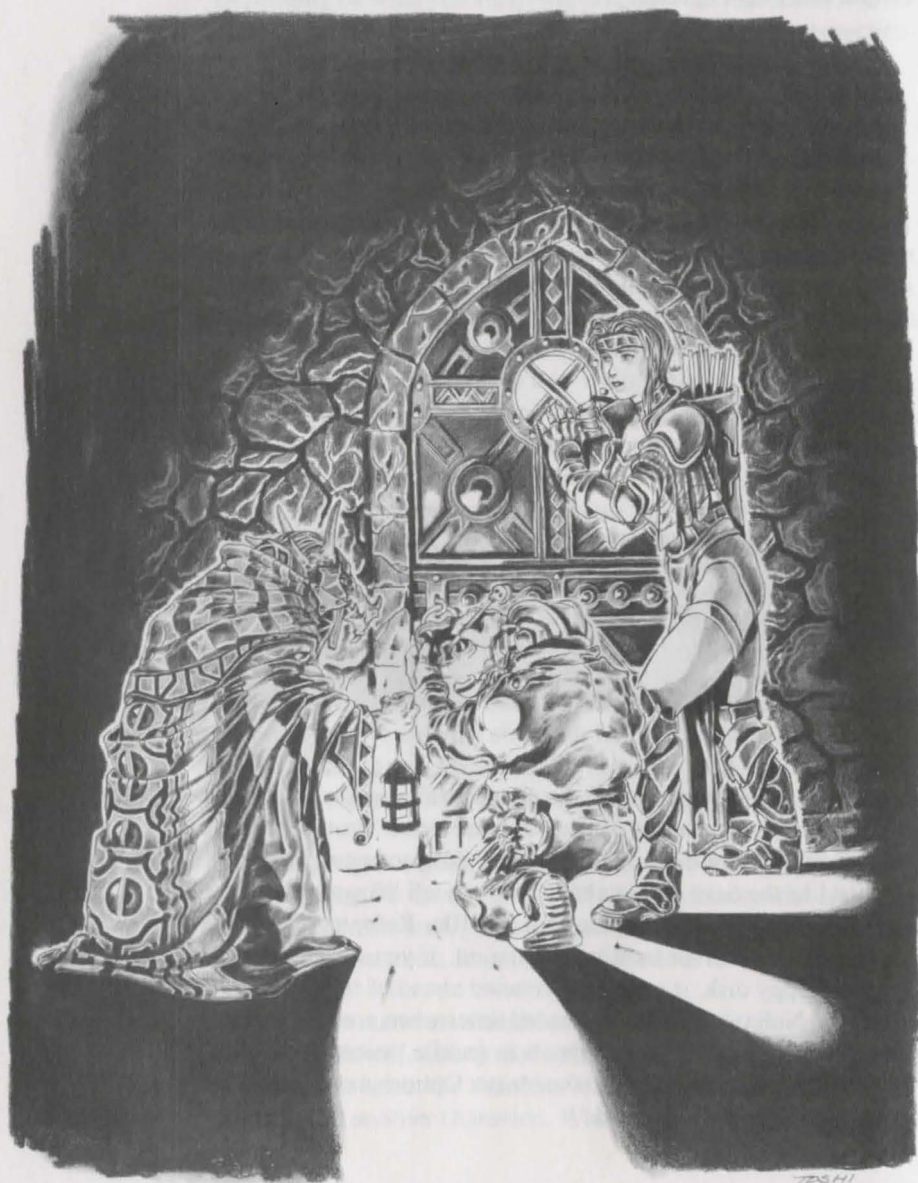
Disk Options

- **RESUME PLAY:** Takes you back to game play without saving the game or making any other changes.
- **CONFIGURATION:** Allows you to customize Wizardry to your computer and your exact likings. See your Quick Reference Card for further information.
- **SAVE GAME & RESUME:** Saves your characters' progress to disk, and brings you back to game play. As all Wizardry veterans know, saving your game is an essential part of a good gaming strategy. Just in case your party dies or falls into a deep pit, you will have your save game to rely on. Each time you save your game, Wizardry will allow you to give your save game a file name (or to keep the same name) and a folder or directory. Refer to your Quick Reference Card for further information.

Warning: When Wizardry saves your game, it overwrites any previous save games with the same name. You may want to use different file names or different disks to preserve older save games.

- **SAVE GAME & QUIT:** Saves your characters' progress and returns you to the introductory Master Options menu. From there, you can quit the game or select Load Savegame to begin play again. Just like the Save option above, you can tell Wizardry where to save your game and what to name the file. Refer to your Quick Reference Card for further information. If you save your game to a floppy disk, it must be formatted ahead of time.
- **QUIT - NoSAVE:** For those dreaded times when your party meets something that's just too much to handle, select this option. Wizardry will return you to the Master Options menu and forget about whatever happened.

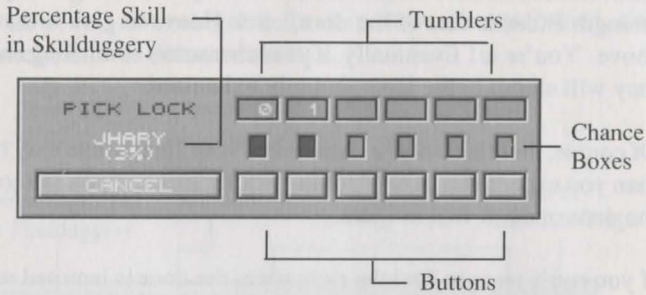




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Your thief, or any character skilled in skulduggery, pulls a bundle of tools from his backpack, sets them beside the door, and begins to shuffle the lock's tumblers. Across the top of the Pick Lock window, you will see these tumblers shifting, falling into and out of place. Depending on the complexity of the lock, it may have one or more tumblers.



As the tumblers shift, the chance boxes below change color to reflect the current position of each tumbler. When a chance box is green, the tumbler is in the proper place - press its button to keep it that way! Once you have successfully calibrated each tumbler, the door will open allowing your party to get into the goods.

Occasionally, however, you may flip a tumbler when it's yellow and slightly out of whack. In most cases, the tumbler will begin to shift again, allowing your thief another chance. On the other hand, if the tumbler is red and totally out of place, you will likely fail in your attempt; there's also a chance the tumbler may jam in the lock! If that happens, you won't be able to pick the lock, and without the strength of tyrannosaurus rex, it will be hard to force it open. Of course, magicians can provide assistance if they have learned the Knock-Knock spell, or one of your characters may have a key to let you in.

Sometimes you will need a special item or a key to open a door. If you happen across such a door, and you think you have a key or a special item handy, select the Use option to open it. Wizardry will ask you to select the character with the item followed by the item itself. If you are successful, the door will open.

**Keys &
Other
Goodies**





Forcing a Door Open

Stepping toward the door, your party prepares to smash it from its very hinges. As soon as you press against the door, you will see the combined strength of your party against that of the door. Green (light) shows the measure of your party's strength. As the party presses against the door, their strength grows and occasionally slips as the struggle continues. Red (dark) indicates the strength of the door, its lock and the hinges that hold it in place. When the party's strength exceeds that of the door, click Heave to give it that final shove. You're in! Eventually, if your characters strain long enough, they will slump to the floor, entirely exhausted.

Of course, there's always a chance that your final heave may be less than you expected it to be. Unlike picking locks, if you fail to force the door open, it will not jam.

Knock-Knockin' on the Door

If you can't seem to find the right item, the door is jammed or your thief isn't doing so well, there's still a chance that you can open a locked door. Select the Spellbook option. Next, choose a character who has the Knock-Knock spell. Cast the spell (remember the power of the lock on the door when you are casting your spell), and hopefully, if the spell power is enough, all of the monsters' efforts to keep you out will have been in vain.

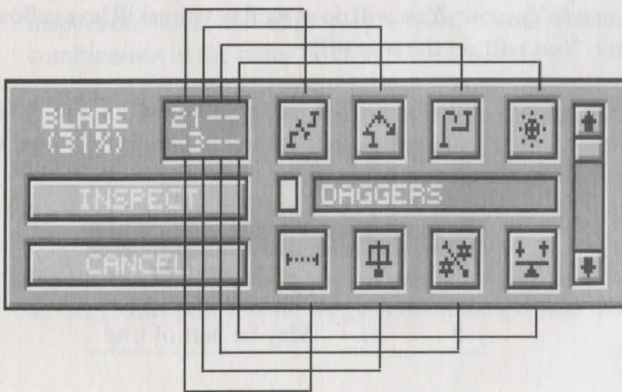
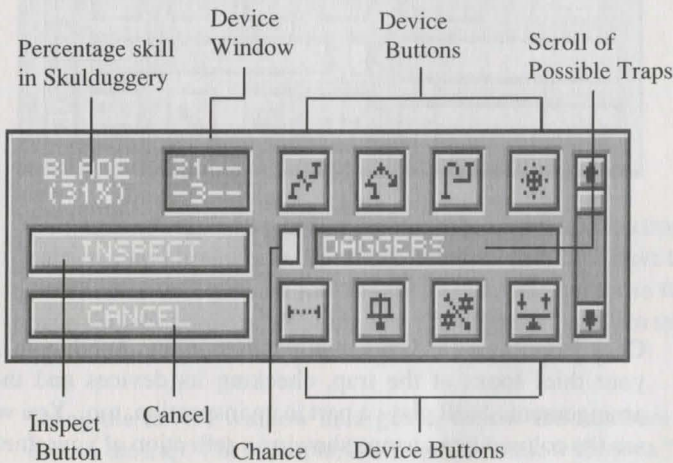
Knock-Knock also works to open jammed doors. When you cast Knock-Knock, you will see either "Success" or "Failure." If it's the latter, try increasing the power level. However, if you see "Jammed," it means you have encountered a magically jammed door, against which Knock-Knock is powerless. You will need a special item to open it - or you may never get in.



Traps on Lost Guardia are a tricky lot. However, through magic or skill, these devices can be manipulated allowing the party to get into the chest without pesky complications.

The Nature of a Trap

For the most part, traps on treasure chests consist of several devices. These devices are rigged in such an order that, well, when an unsuspecting creature opens it - BLAM! Those studied in Skulduggery, however, can recognize the trap, how it's assembled, and ultimately, how to disassemble it.



Each symbol in the Device Window corresponds to a particular device button.

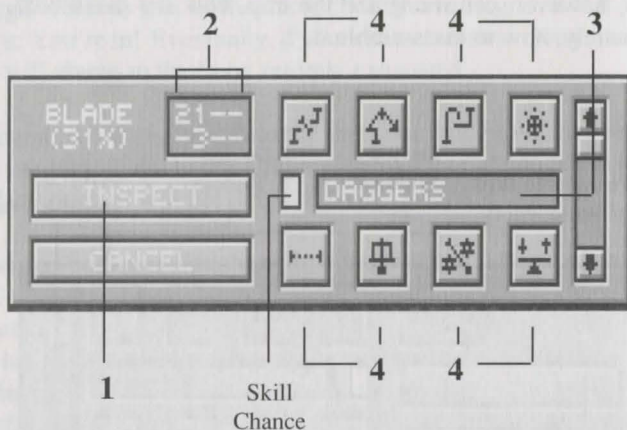




Step By Step

For a well-trained looter, the Disarm option is the gateway to a chest's bounty. When you select Disarm and a character to do the pilfering, you will see the Disarm box below.

Each numbered step on the picture corresponds with its numbered paragraph



1. Click *Inspect* and *hold the mouse button down*. While you do, your thief looks at the trap, checking its devices and their arrangement. Skill plays a part in an inspection, too. You will see the colored box change showing a reflection of your thief's skill:

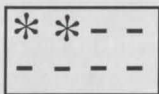
GREEN & YELLOW: You will do as well as your skill level allows.
RED: You will set the trap off!

2. With *Inspect* still down, look at the contents of the device window. It helps to write down what you see. Here's what the symbols mean:

Symbol	Means
*	Part of the trap
-	Not part of trap
?	May be part of trap

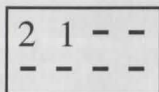


3. With information in hand, scroll through the list of possible traps to see which one is closest to your thief's inspection pattern. For example, if your thief's Inspect revealed this:



... It shows that he believed the first two devices were attached, and that he was certain the rest were not involved. So, scrolling through the list, look for a trap pattern in the device window that matches (or at least comes close) ...

The first two
devices are —
attached



Remember, when you're trying to match the inspection to a trap's pattern, play elimination. First, rule out those that don't have the attached devices you are looking for. Then, rule out those that have devices you're not looking for. Check the "?" (may or may not be there from the inspection) last.

4. Using the device window as a guide, follow the numbers to disarm the trap. For example, if the device window shows a "1" for the second device in the top row, press that button first, then the button marked "2" and so on. Of course, just like an inspection, luck and skill play a part. You will see their combination in the color box:

GREEN: You will deactivate the device successfully.

YELLOW: You will not deactivate the device, but won't set it off either.

RED: You will set the trap off!

If your character is successful in deactivating each of the trap's devices, the chest will no longer pose a danger and will open.





Treasure Chests

On the other hand, if your character bungled the disarming, or if the trap wasn't what you suspected, you may set the trap off. If it doesn't blow up, try disarming it again or simply leave the chest alone, though you won't get the loot.

Open

If you suspect there is no trap on a chest, or if you are feeling really adventurous, you can just yank it open. If there is a trap present, however, it will most certainly blow up! So, you should always select Disarm and Inspect a chest for traps first.

Spell

As with many things, magic comes in handy when you are dealing with a treasure chest. Divine Trap, a magical mental probe of the trap's gizmos, greatly enhances everyone's ability to inspect the trap and to determine what's active inside. Select the Spellbook, a character with this spell, and then choose Divine Trap and its power level. After Divine Trap is cast, subsequent inspections will reveal more about the trap.

Knock-Knock also allows you to get to the goodies inside a chest, but a bit differently than Divine Trap. By magically altering the chest's lock and neutralizing the trap inside, Knock-Knock attempts to open the chest directly. You don't even need to know what the trap's name is! However, there is a percent chance that Knock-Knock will fail in its attempt to open the chest and set off the trap in the process.

Use

Some items within Wizardry allow you to open a chest without the hassle and potential danger of disarming its lock. If you believe you have such an item, select Use. Next, select the character with the item followed by the item itself. If the item is successful in its attempt, the chest will open.

Divvying Your Loot

After you have opened a treasure chest (for better or for worse), each member of your party may receive a portion of its bounty. Select any item you are interested in, and character to receive the item. If there is more than one item in a chest, simply repeat the process. Of course, if you want to leave an item behind, you may select "Leave" at any time to drop the item to the ground.







Your party leisurely wades at the bank of a river, resting some from the day's activities. It is shortly thereafter that your thief screams as he's pulled deeper and deeper into the clouded waters. Welcome to combat.

Well before your party wandered to *Lost Guardia*, creatures of all kinds called this locale their home. You will find them waiting behind doors or see them lurking about dark recesses. As you may have anticipated, a meeting between a group of monsters and your party is frequently without milk and cookies. However, a combat situation comes with fun and challenge and plenty of it.

Identifying Your Opponent

Most of the time, you will only be told what the monsters look like, not what they really are. For example, you may encounter an "Unseen Entity" but you won't know whether it's a ghost or a flying bed sheet. Characters who have studied mythology have the best chance of identifying the monsters' true identity.

The Course of Action

Combat proceeds in rounds. Each round, both you and the monsters select a course of action and Wizardry acts as the mediator of the action. Combat is over when either side runs away or is totally defeated.

When you come upon a group of monsters bent on stopping your party in their tracks, each of your characters will have several options. These options are based on the character's class, skills, weapons and position in the party. So it's likely that each character's combat options will be slightly different than his or her fighting mates.

Selecting Your Opponent

Sometimes, you will encounter only a single group of monsters. Other times, you will think you have walked into their family reunion!

When you encounter more than one group of monsters, select your opponents by clicking on their group in the monster listing. Until the opponent runs away or dies, the group you select will be your "default" target. Of course, you can always select another group. Depending on the character's position in your party and the length of his or her weapon, some monsters may be out of reach.





Fight

Swords are drawn and shields are readied. The Fight option pits your characters against the monsters in hand to hand, armed combat. Their weapons, strengths and weaknesses come into play. Of course, skills and hundreds of other factors also play a part in the attack.

When your character opts to fight and swing her weapon at a monster, three different questions are raised:

1. Did she hit the monster? Her chances of hitting a monster are generally known as "To Hit."
2. If she hit the monster, did she penetrate its armor or skin? Her chances of cutting through these layers is known as "To Penetrate."
3. If she penetrated its armor or skin, was any physical damage done? Known as just plain "damage," it's the bottom line.

Depending on your characters' skills and weapons, you may be able to choose from one of several methods of fighting. The method you choose is called a fighting mode. (To see which modes your weapons use, Assay them.) Each mode has its own strengths and weaknesses, and relies heavily on the Weaponry skill of its user.

The basic mode is a Swing, a side-to-side slicing blow. The chart on the next page compares the other available fighting modes to the Swing in three areas:

TO HIT: The likelihood characters will hit a monster with their weapon. For example, if characters select melee, they swing wildly hoping to hit something. Obviously the odds to hit are down when you are not really looking where your weapon is going. Yet, a Swing, covering a wide arc and with direction has a good chance of a hit.

TO PENETRATE: The likelihood your character will penetrate the monster's armor after a successful hit has connected. For example, a direct Thrust into a monster's leather armor has a better chance of penetrating it than a glancing Swing.

DAMAGE: Once a blow has successfully hit the monster and penetrated its armor, the damage column compares the actual amount of physical damage inflicted upon the monster. For example, while the odds to hit a monster are down with a "Melee" attack, if you connect, Melee does double damage!





As compared to Swing	To Hit	To Penetrate	Damage
Thrust	-2	+2	+1
Bash	Same	-1	*
Melee	-4	-4	Double
Throw	-1	+1	Same
Punch	+1	-1	Same
Kick	-2	Same	+2*
Lash	+2	-2	Same
Shoot	Same	+2	Same

* Damage inflicted is directly affected by character's strength.

For characters with the Kirijutsu skill, any fighting mode may deliver a critical kill. For Monks and Ninja fighting with their hands or feet, the Punch and Kick modes also have a chance of delivering a critical kill.

Ranged Weapons

With all said and done, the character is ready for action. *Crusaders of the Dark Savant*, acting as a game master, calculates the character's performance (over one hundred calculations are completed), and reports damage your character has caused.

Certain weapons allow characters to fight monsters far away (long range); other weapons require close contact (short range). Wizardry will allow you to select any monster group. However, you will only have the Fight option available if they are within the range of your weapon (see the chart below). Monsters' weapons have their own ranges, too.

Range allows	Members	to attack	Groups
Short (S)	1-3		1-2
Extended (E)	All		1-2
Thrown (T)	All		1-3
Long (L)	All		All

Multiple Attacks and Strikes

While in the fight mode, your character may attack a monster more than once, and may hit the monster several times in a single attack.

MULTIPLE ATTACKS: After attacking a monster with a primary weapon (the primary attack), a character with speed or experience and skilled in Weaponry may have a secondary attack. Your character would





have two separate attacks in a round! Well-trained warriors can have up to 4 attacks in a single round, 2 primary and 2 secondary. If characters hold a two-handed weapon or a shield, then they can have, at most, 2 primary attacks; there's no hand left to hold a secondary weapon. Without a secondary weapon, the secondary attack is forfeited.

MULTIPLE STRIKE: Dexterous characters, or those that are experienced, may be able to swing more than once during an attack. When characters get a multiple strike, you will hear the swing of the weapon more than once testifying to your character's finesse.

Parry allows your characters to take a defensive or passive role in combat. But remember, they are still quite involved. The characters may be hit, and under certain circumstances, they may hit back.

Parry

BLOCK: Allows characters to use their shield skill to protect against attacks. Block is useful for characters whose weapons are not within a monster's range. To select this option, the character must have a shield equipped (without a shield, this option will not appear). The effectiveness and success of a block, however, depends on the character's shield skill. A character who blocks cannot be hit for double damage.

DODGE: Being extremely watchful of all weapons, spells and missiles and, when the time comes, moving aside for them. While dodging, the character is harder to hit, and cannot be struck for double damage.

GUARD: Waiting for the monsters to attack, and giving them a bit of their own medicine if they do. If a character is on guard, and a monster does attack, he or she will jump out, regardless of the position in the party, and attack the monster right back. Guard is useful for flying animals, such as bats, who can attack anyone, or for characters who cannot normally reach the monsters. When a character is on guard, his or her armor class stays the same.

REST: Catching your breath. A resting character will recoup some stamina, but he or she will be much more vulnerable to attack while resting. This option is useful if there is little danger or if the character is about to pass out anyway (if your character passes out, it's typically for a while. Rest them before they collapse, and they'll definitely have enough stamina to get through the next round.





Hide

Characters with the Ninjutsu skill can attempt to hide from monsters during combat. If they successfully hide, they can remain hidden or ambush the monsters. Since the monsters weren't expecting an attack, they are easier to hit, and if hit, they incur quite a bit of damage. Characters may remain hidden even after they launch a surprise attack especially if they're able to kill an opponent before it screams to its companions.

Spell

You are hoping to heal a character of a pesky poison, or perhaps you are determined to turn a ferocious giant into dust. When you select Spell, you will see your character's spellbooks. Choose the realm, the spell, its power level and it will be cast against the party you are currently targeting. For healing spells, you will need to select a character. The spell will be cast sometime during the round of combat. Remember, some spells attack only one monster within a group while others attack several groups. Check out the Magic Spells section of this manual for further information.



Certain items within Wizardry have the power to cast spells or perform magical feats in other ways. You may use these items in combat against your opponents or for the benefit of your party by selecting the Use option. Of course, a character who decides to use an item should have a reasonable level of skill as well. The Scribe skill, for instance, comes into play when using scrolls. The Artifacts skill is used for invoking the powers of magically charged items. The Music skill is used by the Bard whenever he or she plays an enchanted instrument.

Use

When you opt to use an item, a list of your character's possessions will appear. Select the item you wish to use. Depending on your character's Scribe, Music or Artifact skill, there is also a chance the item's power could fizzle out or backfire on your party.

Dracons, because of their genetic make up, are able to breathe acid upon their opponents. Select this option to invoke the Dracon's inborn ability. Breath attacks require a lot of stamina, so be careful not to exhaust the Dracon.

Breath

On occasion, you may encounter something that's just too tough for your party to handle. When you do, the Run option may be your only hope. Your characters won't get any experience points for the combat, but they may come out with their lives. Even if one character selects Run, the whole party will follow. Characters who are running have their backs turned to the monsters, so it's easier for the monsters to hit them, and if hit, characters may take extra damage. Monsters may also block your character's escape route, and the party will have to continue combat or attempt another getaway. Even if your party escapes, there's a chance that they may run into another group of monsters.

Run

A good strategy for potential sprinters - keep your fighting characters fighting while those in the rear run. As they do, the fighters defend their backs, and may save you and your group lots of potential damage.





Move

Occasionally, characters may become hurt or fall asleep, and because of their malady, they are unable to fight or protect themselves. The Move option allows you to put a strong and healthy character in front of an injured one to protect him or her. You may also move a strong character from the back ranks to the front to deliver a deadly blow. When characters move, they may move to any position. If they advance, all of the characters behind their new position will retreat one rank. On the other hand, if a character retreats, everyone moves ahead by one slot. Moving requires extra stamina, and leaves the character prone to monster attack.

Equip

You have accidentally equipped your prize warrior with a toothpick, and it is his primary weapon. Obviously, you will need to do something - equip a better weapon! In cases such as this, select the Equip option. Wizardry takes you to your character's review screen where you can change equipment, drop equipment, Assay items or take something out of, or put something into, the Swag Bag. Since you are juggling all your equipment in the heat of combat, you are using up valuable stamina and are more susceptible to attack.

Equip is also used by characters who need to reload their firearms during combat. Since the character must first Merge the firearm and its ammunition, reloading firearms occupies an entire round.

While you are equipping, you may view your character's spells, but you may not cast them (use Spell instead). Of course, you can also use Equip to look over your character's statistics and other attributes while in combat.

Cancel & Backup

If you are having second thoughts about your selections, the Cancel option allows you to start all over again beginning with the first character. Backup, on the other hand, just takes you back to the previous character's selection.

Terminate Game

Strolling down a forest's path, your level 2 characters are greeted by what appears to be the compilation of all your worst nightmares. In one round (or maybe it was one swing, you couldn't be sure), he knocked out your first three characters.

At times such as this, the Terminate Game option is your only recourse. When you select this option, the game ends, and you return to the main menu. Wizardry forgets whatever has happened, and allows you to pick up where you last saved your game.





Occasionally, your character may become afflicted by one or more maladies. Without question, these conditions can affect a character's performance in combat. For example, a sleeping character can't attack monsters or defend himself - neither can a character who is carrying seven suits of plate mail. These conditions are generally known as modifiers.

The illnesses that inflict your characters as they travel on Lost Guardia can affect their performance in combat. Some illnesses can also make them very prone and open to attack. All of Wizardry's maladies and their effects are fully covered in the Player Character section of the manual.

It takes strength and stamina to hold up a 20 pound sword. Add to that 200 pounds of plate mail, and it'll be a feat if the character moves at all. Encumbrance is what your character faces if he or she carries too much. By reviewing your character, you can see his or her total carrying capacity along with the weight he or she currently holds. Encumbrance affects a character's ability to hit a monster and a character's armor class in the following ways:

Percentage Used of Carrying Capacity	Chance to Hit	Increase in Natural AC*
0% to 49% (gray)	None	None
50% to 66% (gray)	-5%	None
67% to 75% (lt. blue)	-10%	+1
76% to 90% (yellow)	-20%	+2
91% and up (red)	-25% to -40%	+4

- * Shown in parentheses by the character's armor class. "Review" the character to see its affect.

Depending on a character's statistics, he or she may excel in certain areas when compared to his or her opponent. For example, suppose your intelligent Monk is battling a dumb 'ole rat. The Monk, because of its high intelligence, may be able to outwit the rat in its every move. Likewise, characters who are faster or stronger than their opponents may be able to out-move or overpower them. Your characters' strength, intelligence, dexterity and speed as compared to that of the monsters they're battling, may improve their odds, or lower them which somewhat hinders their success.

Illnesses

Encumbrance

Statistical Bonuses





Magical Modifiers

Thanks to genetics, some characters are naturally resistant to certain types of spells. As characters progress, they develop certain resistances and immunities as well. When hit by such a spell, the character may fully resist its effects or may take less damage than the rest of the party. To see which character races offer such resistances, check Appendix A: Character Races.





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Realms

Within the Wizardry world, there are few who do not revere the powers of magic. Some are so taken by its mystery that they devote their lives' study to its ways: the Psionic, Alchemist, Priest and Mage.

There is a total of 96 spells, divided into six different realms that represent the substance of the magical universe: Fire, Water, Air, Earth, Mental and Divine. Each of these realms gets its power from the "element," such as fire or water, over which it presides. Within the Water realm, for example, you will find a spell to increase a character's stamina (replenishing water to the body), and yet another which freezes water and hurls it in a gust at opponents. A listing of spells by realm and power follows this section.



Spellbooks

From the six realms of spells, four different schools of magic were formed, each complete with its own spellbook.

- * The Alchemist sought to use the natural powers of the elements, and learned to mix them together for their healing and combat use. Alchemists spells cannot be silenced. The Ninja and Ranger also practice this form of magic.
- * The Priest gathered the elemental powers of the divine, and developed spells to heal his fellow man and protect him from enemies. The Bishop, Lord and Valkyrie also practice this form of magic.
- * The Mage channeled the elemental forces for their wrath and collected an assemblage of spells which brought the fury of the elements upon his opponents. The Samurai, Bard and Bishop also practice this form of magic.
- * The Psionic fathomed the powers of the mind, and learned to use its wonder for both healing and damaging means. The devout Monk also practices this mental art.

An individual listing of each spellbook follows the realm listing. Each spellbook has been alphabetized for easy lookup and use.



Each realm is broken down into seven spell levels (level 1 Earth spells, level 2 Earth spells and so on). Your spell casters typically learn one level at a time, but may occasionally learn a level 2 spell before learning all of level 1. Generally, a spell's level represents its complexity, overall power and difficulty to cast. The more skilled your magic user in his or her area of interest, the higher the level of spells they can learn.

Each spell has seven different power levels that are used when casting the spell. In general, the higher the power level, the more powerful the spell and the more skill required to cast it (Oratory). For damage-oriented and healing spells, the power level will affect the amount of damage or healing done. For other spells, such as Knock-Knock or Direction, the power level of the spell will increase its effectiveness or duration.

For each spell your character learns, he or she will be given a certain amount of spell points. These points, in turn, are used to cast the spells. When your magic user casts a spell, he or she must have enough spell points available to fire it off. As a spell increases in power, it also increases in cost and requires more Oratory to intone. For example, if a spell cost 5 points for power level 1, then it would cost 10 points for power level 2 and so on.

Some spells attack only one monster or help only one character. Others can encompass all opponents or affect the entire party. In the list of spells which follows, the affected person or group(s) are listed. Some monsters may not be affected or only partially affected by a spell. If it's an "all-or-nothing" type spell, there may be no effect at all. Lastly, just like your characters, some creatures are resistant to certain types of spells. For example, an Ice Giant probably wouldn't be affected by an Iceball spell (unless the laughing did him in).

Learning Spell Levels

Casting Power Levels

Spell Power Costs

Affects & Effects





Summoning Spells

Your lead fighter has two hit points left, your mage has fallen asleep, and your priest is too insane to do much about it. With the last bit of power he can muster, your Psionic fires off an Illusion spell. And . . . voila, a Greater Demon appears - at your service! With a flick of his giant, fiery hand, your enemies are but a bad memory.

For just such reasons, summoning spells are a favorite among Lost Guardia's magic users. These spells allow you to summon a monster from another plane to fight for your party. Once you have summoned one group of monsters, however, you may not summon another group until the first group dies or the encounter ends.

Summoned monsters can be extremely useful to your party. Sometimes an attack originally meant for your characters will strike the summoned group of monsters . . . saving you the pain, rest and healing spells necessary to recover.

Oratory

One of the most important skills of the spell caster, Oratory is the practice of successfully reciting a spell while under the duress of combat. A character proficient in oratory should be able to zip off a deadly spell while simultaneously dodging a sword's blow.

However, characters with poor oratory or bad luck may backfire or fumble a spell. When a spell backfires, it attacks the party instead of the monsters! So, if you cast a Magic Missile and fumble its incantation . . . b o o m. Your characters will be affected just as if the monsters had cast it on you.

Casting A Spell

There are six steps to casting a spell. As you complete each part, you will see the cursor blinking at you to indicate the next course of action.

1. Select the "Spellbook" option
2. Choose a realm
3. Select a spell
4. Set the power level
5. Select Cast
6. Give the spell a target (a character, a monster, a group, an item, etc.)

Your spell casters must study to learn more spells. When your spell casters gain a level, be sure to add skill points to their area of proficiency. Some classes, such as the Samurai, are both warriors and spell casters. Be careful not to neglect their fighting skills in lieu of spell power.





Energy Blast

Cost: 2

Caster: MAG

Affects: 1 Creature

A jolting spark of electric energy doing 1-7 hit point of damage per power level.

Blinding Flash

Cost: 2

Caster: ALC

Affects: 1 Creature plus power level

A giant flash of light that may temporarily blind opponents.

Psionic Fire

Cost: 4

Caster: PSI

Affects: 2 Creatures plus power level

A fiery burst of mental power doing 1-8 points of fire damage per power level.

Fireball

Cost: 6

Caster: MAG

Affects: 3 Creatures plus power level

Blazing fireballs that burn opponents and can do 2-10 hit points of fire damage per power level.

Fire Shield

Cost: 8

Caster: MAG

Affects: Party

Creates a barrier impervious to fire that protects the party from fire-type spells.

Dazzling Lights

Cost: 6

Caster: PSI

Affects: 1 Creature plus power level

A spectacular display of various luminous effects causing victims to suffer one or more maladies.

Fire Bomb

Cost: 8

Caster: ALC

Affects: 4 Creatures plus power level

An exploding, incendiary spell that does 3-9 points of fire damage per power level.

Lightning

Cost: 8

Caster: PRI

Affects: 3 Creatures plus power level

A bolt of electrical energy hurled at the opponents doing 1-10 hit points of electrical damage per power level.

Prismic Missile

Cost: 9

Caster: MAG

Affects: 3 Creatures plus power level

Also known as Dancing Lights and Rainbow Rays, the various spectrums may affect creatures in many different ways.

Firestorm

Cost: 12

Caster: MAG

Affects: Cloud

A sweeping cloud of fire that lasts for several rounds and burns all creatures within it. Creatures affected, duration and damage done all depend on the spell's power level.

Nuclear Blast

Cost: 16

Caster: MAG

Affects: All Creatures

A miniature fusion bomb. This spell burns all creatures and does 5-25 hit points of fire damage per power level.





Water Spells

Chilling Touch Cost: 2

Caster: MAG

Affects: 1 Creature

A freezing blast of cold which does 1-6 hit points of cold damage per power level.

Stamina Cost: 2

Caster: PRI, ALC, PSI

Affects: 1 Character

Replenishes some of the character's stamina keeping the character awake or allowing him or her to go without sleep for a longer period of time. Amount of stamina replenished depends on the power level of the spell.

Terror Cost: 3

Caster: MAG, PSI

Affects: 1 Group

Evokes fear and terror in creatures and may reduce their ability to fight or cause them to flee.

Weaken Cost: 4

Caster: MAG, PSI

Affects: 3 Creatures plus power level
Physically drains the creatures making them vulnerable to attack, causing them to fight and react poorly, and lowering their resistance to magic spells.

Slow Cost 4

Caster: PRI, PSI

Affects: 3 Creatures plus power level
Slows creatures down. They can't move as fast to hit you and are easier to hit themselves.

Haste Cost: 5

Caster: PRI, PSI

Affects: Party

Speeds up characters' movements by giving them extra energy. Also helpful to counteract a Slow spell.

Cure Paralysis Cost: 6

Caster: PRI, ALC, PSI

Affects: 1 Character

Attempts to cure one character of paralysis. Success depends on the extent of paralysis to the character's system versus the power level of the spell.

Ice Shield Cost: 8

Caster: MAG

Affects: Party

A barricade which resists the affects of cold and protects the party from cold and cold-type spells. Strength and duration of the Ice Shield depends on the power level of the spell.

Restfull Cost: 8

Caster: PRI

Affects: Party

A gentle spell that restores a portion of stamina to every member of the party. Stamina recouped is relative to the power level of the spell.

Iceball Cost: 8

Caster: MAG

Affects: 4 Creatures plus power level

A flurry of stinging ice balls which cause 3-12 hit points of ice damage per power level.





Paralyze

Cost: 5

Caster: PRI, PSI

Affects: 1 Creature

Attempts to solidify all water in a creature's body. Duration and success depends on the power level of the spell relative to the power and amount of body water in the creature.

Superman

Cost: 7

Caster: PRI

Affects: 1 Character

Empowers a party member with a heroic boost of energy allowing him or her to fight with the power and finesse of a hero.

Deepfreeze

Cost: 6

Caster: MAG

Affects: 1 Creature

Attempts to freeze a creature's bodily fluids solid doing 3-30 hit points of severe ice damage per power level.

Draining Cloud

Cost: 8

Caster: ALC

Affects: Cloud

Surrounds creatures in a mystical cloud that attempts to drain their lifeforce every round they remain inside the cloud. Duration and power of the cloud are relative to the spell's power level.

Cure Disease

Cost: 12

Caster: PRI, ALC

Affects: 1 Character

Attempts to cure someone of disease and its effects. Success depends on the strength of the disease relative to the spell's strength.





Poison

Cost: 2

Caster: ALC

Affects: 1 Creature

Turns the air poisonous around the creature, and causes 1-5 hit points damage per power level plus poisoning. Strength of the poison is relative to the power level of the spell.

Missile Shield

Cost: 5

Caster: MAG

Affects: Party

Hardens the air around the party forming a shield that protects characters from missiles, arrows, hurled weapons, etc.

Shrill Sound

Cost: 4

Caster: MAG, PSI

Affects: 1 Group

Whips the air creating a high frequency pressure wave that blasts the creatures with 1-5 damage per power level.

Stink Bomb

Cost: 8

Caster: MAG, ALC

Affects: 3 Creatures

An odorous cloud of stinking fumes that can cause 1-6 hit points damage per power level and may make them nauseated.

Air Pocket

Cost: 8

Caster: MAG, ALC

Affects: Party

Protects the party from air spells such as stinking clouds and suffocation by creating a pocket of fresh air around the party. Strength and duration of the pocket are relative to the power level of the spell.

Silence

Cost: 4

Caster: PRI, PSI

Affects: 3 Creatures plus power level

Causes air around creatures to stop transmitting sound, thus preventing them from casting spells. Strength and duration relative to the power level of the spell.

Poison Gas

Cost: 7

Caster: ALC

Affects: Cloud

Poisonous cloud that lasts several rounds and surrounds the creatures in the gas. Creatures inside the cloud suffer from poisoning and damage. The creatures affected, duration and damage done all depend on the power level of the spell.

Cure Poison

Cost: 8

Caster: PRI, ALC

Affects: 1 Character

Attempts to cure one character of poisoning. Success depends on the strength of the poison relative to the strength of the spell.

Whirlwind

Cost: 8

Caster: PRI

Affects: 3 Creatures plus power level

A swirling tornado whipping around the creatures and blasting them with 1-7 hit points damage per power level.



**Purify Air**

Cost: 10

Caster: PRI, ALC

Affects: Party

Tries to clear the air of any dangerous clouds like Poison Gas and Firestorm. Success depends on the amount and strength of the clouds relative to the spell's strength.

Deadly Poison

Cost: 8

Caster: ALC

Affects: 1 Creature

May kill a creature outright or does extremely heavy poisoning plus 3-15 damage points per power level.

Levitate

Cost: 12

Caster: MAG

Affects: Party

Creates a 3-inch cushion of air underneath party helping to prevent or reduce damage in case they fall. Duration of the spell is relative to the power level of the spell.

Toxic Vapors

Cost: 8

Caster: ALC

Affects: Cloud

A giant, stinking cloud of vapors that surrounds the creatures and causes 2-6 hit points damage per power level of the spell.

Noxious Fumes

Cost 10

Caster: MAG, ALC

Affects: 3 Creatures plus power level

Horrid smelling torrents that blast the creatures' noses and cause 1-6 hit points damage per power level plus nausea.

Asphyxiation

Cost: 12

Caster: MAG, ALC

Affects: All Groups

Swallows air around creatures leaving none to breathe. Chance of creatures' death depends on their ability and need to breathe, strength and susceptibility relative to the strength of the spell.

Deadly Air

Cost: 16

Caster: ALC

Affects: All Creatures

Makes air surrounding the creatures entirely unbreathable and causes 4-16 hit points damage per power level.

Death Cloud

Cost: 20

Caster: ALC

Affects: Cloud

Black vapors that engulf a group of creatures and attempt to kill them outright. Every round creatures remain in the cloud, there is a chance they will die.





Acid Splash

Cost: 2

Caster: ALC

Affects: 1 Creature

A rushing wave of bubbling acid that causes 1-7 hit points of damage per power level.

Itching Skin

Cost: 2

Caster: ALC

Affects: 2 Creatures plus power level

A sprinkle of powder that causes the creatures' skin to itch. It also irritates the creatures and lessens their ability to attack and defend.

Armor Shield

Cost: 2

Caster: MAG

Affects: 1 Person

Creates a magical shield in front of the person, lowering his or her armor class by one point per power level.

Direction

Cost: 2

Caster: MAG

Affects: Party

A magical compass that shows the direction the party is facing (N, S, E or W). The duration of the spell is relative to the power level.

Knock-Knock

Cost: 6

Caster: MAG, PSI

Affects: Locked Doors and Treasure Chests

Magically alters the lock on a door (jammed or not) or a chest in an attempt to unlock it. When used on a chest, there is a percent chance that it may set the trap off.

Blades

Cost: 6

Caster: PRI, PSI

Affects: 3 Creatures plus power level

Hurls slicing razor blades through the air doing 2-8 hit points damage per power level without providing a nice, clean shave.

Armorplate

Cost: 6

Caster: PRI

Affects: Party

Creates a magic armor plating around the party, protecting them and lowering their armor class. Duration and strength depend on power level.

Web

Cost: 7

Caster: MAG, PRI

Affects: 1 Creature

Attempts to capture 1 creature in a sticky web slowing or halting its movements or attacks. Success depends on the strength of the creature relative to the power level of the spell.

Whipping Rocks

Cost: 7

Caster: MAG, ALC

Affects: 1 Group

A vortex of rocks sailing toward a group of creatures doing 1-6 damage per power level.

Acid Bomb

Cost: 8

Caster: ALC

Affects: Cloud

A giant acid cloud that surrounds creatures and causes acid damage. The creatures affected, duration and damage done all depend on the power level of the spell.





Armormelt

Cost: 8

Caster: MAG, PSI

Affects: 1 Group

Softens the armor of creatures thus raising their armor class in proportion to the power level of the spell making it easier for your weapons to penetrate their armor.

Crush

Cost: 9

Caster: MAG, ALC

Affects: 1 Creature

Creates a gigantic stone that attempts to crush a creature doing up to 200 points of damage! Ouch!

Create Life

Cost: 10

Caster: ALC

Affects: Party

Summons a group of organic creatures to come and fight for the party. The power and number of creatures summoned is relative to the power level of the spell.

Cure Stone

Cost: 18

Caster: PRI, ALC

Affects: 1 Character

Attempts to restore a stoned character to normal flesh and bone. Success depends on the strength of the stone relative to the power level of the spell.





Mental Spells

Mental Attack Cost: 3

Caster: PSI

Affects: 1 Creature

An invading pressure of thought swirling the creature's brain and causing 1-7 hit points of mental damage per power level and potential insanity.

Sleep

Cost: 3

Caster: MAG, ALC, PSI

Affects: 3 Creatures plus power level

Causes creatures to fall asleep and prevents them from attacking the party members or defending themselves from attack. Success and duration depends of the power of the creatures relative to the power level of the spell.

Bless

Cost: 4

Caster: PRI, PSI

Affects: Party

Magically lowers the party's armor class and enhances their chances to hit a creature relative to the power level of the spell.

Charm

Cost: 5

Caster: PRI, ALC, PSI

Affects: 1 Creature or NPC

Attempts to charm a creature to prevent it from attacking the party. Any creature charmed will also be easier to hit. When cast in non-combat situations, the spell attempts to charm an NPC so that it will regard the party in a friendly or at least neutral manner for the duration of the encounter. The higher the power level, the better the charm.

Cure Lesser Cnd. Cost: 4

Caster: PRI, ALC, PSI

Affects: 1 Character

Attempts to cure a character of one of the lesser conditions: afraid, blindness, nausea and minor irritations. Success depends on the strength of the malady relative to the strength of the spell.

Divine Trap

Cost: 4

Caster: PRI, PSI

Affects: Treasure Chest

Permits the inspector of a treasure chest to determine the elements of the trap with great reliability by making the devices attached more readily apparent. The trap must, of course, be inspected after Divine Trap is cast for the spell to be useful. Success of the spell depends on the power and complexity of the trap relative to the spell's power.

Detect Secret

Cost: 5

Caster: MAG, PSI

Affects: Caster

Opens the caster's mind to anything that may be strange or out of place and allows him or her to detect its presence within the party's immediate area. The Detect Secret eye will "blink" when the caster detects something. Duration and success of the spell are relative to the spell's power level.





Identify

Cost: 8

Caster: PRI, PSI

Affects: 1 Creature or Item

Attempts to reveal the true name of a creature or an item. Success depends on the power of the creature or the cloak of the item relative to the power level of the spell.

Confusion

Cost: 6

Caster: ALC, PSI

Affects: 1 Group

A blast of mental energy that attempts to scramble the creatures' thinking causing them to run away, attack themselves, cower in fear, whip up a batch of fondue or otherwise act crazy.

Watchbells

Cost: 5

Caster: MAG, PSI

Affects: Party

A psychic bell cast in an attempt to wake other party members if they are asleep or unconscious when attacked by creatures. Success depends on the length of time the party has slept, how tired the party members are and how solidly they sleep.

Hold Monsters

Cost: 6

Caster: PRI, PSI

Affects: 3 Creatures plus power level

Attempts to confuse the creatures into believing they are paralyzed. Success depends on the power of the creature relative to the power level of the spell.

Mindread

Cost: 8

Caster: PSI

Affects: Caster

Attempts to discern what's on an NPC's mind. Success depends on the intelligence of the NPC relative to the spell's power level.

Sane Mind

Cost: 10

Caster: PRI, PSI

Affects: 1 Character

Attempts to restore sanity to an insane character. Success depends on how nuts the character is versus the spell's strength.

Psionic Blast

Cost: 8

Caster: PSI

Affects: 3 Creatures plus power level

An extreme and powerful jolt of mental energy that scrambles the creatures brains and causes 1-7 hit points of mental damage per power level and may cause insanity.

Illusion

Cost: 10

Caster: PSI

Affects: Party

Attempts to conjure an illusion of a being so real that it can attack creatures and can be attacked back! The creatures' amount and powers depend on the spell's power level.

Wizard's Eye

Cost: 10

Caster: MAG, PSI

Affects: Caster

Allows the caster to see the surrounding area from an overhead view. The size and detail of the area seen depends on the power level of the spell.





Mental Spells

Spooks

Cost: 7

Caster: MAG, PSI

Affects: All Creatures

Conjures an illusion that is so terrifying it may scare creatures away, causing them to cower in fear or otherwise reducing their capacity to fight well.

Death

Cost: 10

Caster: PRI, PSI

Affects: 1 Creature

Attempts to kill a creature outright. Success depends on the creature's power relative to the spell's power.

Locate Object

Cost: 8

Caster: PRI, PSI

Affects: Caster

Allows the caster to magically determine the location of certain buried or hidden items. Success depends on the item's location

relative to the caster, how well the item in question is hidden, and the spell's power level.

Mind Flay

Cost: 18

Caster: PSI

Affects: All Creatures

A concentrated tide of mental energy that conjures every fear and devastates the creatures doing 4-16 points damage per power level plus potential insanity.

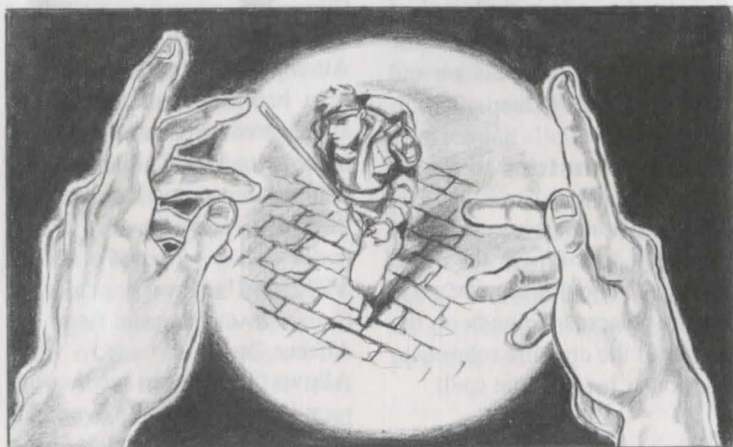
Find Person

Cost: 16

Caster: PRI, PSI

Affects: Caster

Tries to locate someone you're looking for, and may reveal all parties within a certain range. Success depends on the spell's power level versus to the location and stealth of the one sought.



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Heal Wounds Cost: 4

Caster: PRI, ALC, PSI
Affects: 1 Character
Heals 1-8 hit points per power level. It will not cure lesser conditions, such as blindness, or resurrect dead characters.

Make Wounds Cost: 3

Caster: PRI
Affects: 1 Creature
Invokes divine powers to cause bodily harm and inflicts 1-8 hit points of damage per power level.

Magic Missile Cost: 4

Caster: MAG
Affects: 1 Creature plus power level
Small, but powerful, missiles of magical energy hurled at an opponent doing 1-7 hit points of magic damage per power level.

Dispell Undead Cost: 7

Caster: PRI
Affects: 1 Creature plus power level
Attempts to dispell an animated and undead creature. The success depends on the creature's power relative to the spell's power level.

Enchanted Blade Cost: 4

Caster: PRI
Affects: Party
Magically enhances members' weapons and increases the likelihood of a successful hit on a creature. It also increases the chance a hit will penetrate the creature's armor. The duration and power are relative to the spell's power level.

Blink Cost: 7

Caster: MAG, PSI
Affects: Caster
Allows the caster to disappear for a brief time during combat, blinking out and in sometime during each round. He or she will always reappear to execute normal combat options. The duration of the effect is relative to the spell's power level.

Magic Screen Cost: 8

Caster: MAG
Affects: Party
Creates a magical barrier that attempts to protect the party from all spells cast at them. The strength of the barrier is relative to the power of the creatures' spells and the level of the screen.

Conjuration Cost: 10

Caster: MAG, PRI
Affects: Party
Summons creatures from the ethereal planes to fight for the party. The power and number of creatures summoned is relative to the power level of the spell.

Anti-Magic Cost: 7

Caster: MAG
Affects: 1 Group
Forms a magical barrier around the creatures that may cause their spells to fizzle out or backfire. The barrier's strength is relative to the power level of the spells cast and the power level of the Anti-Magic screen.





Remove Curse Cost: 4

Caster: PRI

Affects: 1 Person

Attempts to lift any magically cursed and stuck items from a character. Success depends on the strength of the curse relative to the strength of the spell.

Healfull Cost: 12

Caster: PRI

Affects: Party

A super-charged healing spell that attempts to restore hit points and health to all members of the party. The amount of hit points restored is relative to the spell's power level.

Lifesteal Cost: 12

Caster: PRI, PSI

Affects: 1 Creature and Caster

Removes virtually all lifeforce from a creature and attempts to channel some of it back into the caster to heal him or her. Does 4-16 points magic damage per power level multiplied by the power level of the spell.

Astral Gate Cost: 8

Caster: MAG, PRI

Affects: 1 Creature per power level

Attempts to banish a demon-type creature from this world. Success depends on the power of the creature relative to the power of the spell.

Zap Undead Cost: 15

Caster: MAG

Affects: 1 Creature

A tirade of magical power that tries to destroy one creature of

the undead variety with up to 1000 points of damage.

Recharge Cost: 15

Caster: MAG, PRI

Affects: Item

Attempts to restore a magically enchanted item's charges. The item must be in the caster's possession, and must have at least one charge left to duplicate. There is a chance the item could be destroyed. Success depends on the item's complexity relative to the spell's power level.

Word of Death Cost: 18

Caster: PRI

Affects: All Creatures

A divine word cast so powerfully it smashes the creatures with 4-16 points of magical damage per power level.

Resurrection Cost: 20

Caster: MAG, PRI, PSI

Affects: 1 Character

Tries to revive a dead character. Success depends on the character's lifeforce relative to the spell's power level.

Death Wish Cost: 20

Caster: PRI

Affects: All Creatures

Attempts to kill all creatures outright through sheer magical force. Success depends on the power of the creatures relative to the power level of the spell.





Spell Name	Realm	Cost	Affects	Description	Pg
Acid Bomb	E	8	Cloud	Acid damage every round!	76
Acid Splash	E	2	1 Creature	1-7 hp of acid damage ppl	76
Air Pocket	A	8	Party	Protects from air spells/clouds	74
Asphyxiation	A	12	All Groups	Tries to kill breathing creatures	75
Blinding Flash	F	2	1 Creature +PL	Flash that may blind monsters	71
Charm	M	5	1 Creature or NPC	Tries to sway creatures' thoughts	78
Confusion	M	6	1 Group	Scrambles brains! No control!	79
Create Life	E	10	Party	Calls elementals to fight for party	77
Crush	E	9	1 Creature	Squish! Up to 200 hp damage!	77
Cure Lesser Cnd	M	4	1 Character	Attempts to cure of lesser ills	78
Cure Stone	E	18	1 Character	Attempts to cure stoning	77
Cure Disease	W	12	1 Character	Attempts to cure disease	73
Cure Paralysis	W	6	1 Character	Attempts to cure paralysis	72
Cure Poison	A	8	1 Character	Attempts to cure poisoning	74
Deadly Air	A	16	All Creatures	No air! 4-16 hp damage ppl!	75
Deadly Poison	A	8	1 Creature	Kills! Or 3-15 hp ppl & poisoning	75
Death Cloud	A	20	Cloud	Tries to kill outright every round!	75
Draining Cloud	W	8	Cloud	Drains lifeforce from creatures	73
Fire Bomb	F	8	4 Creatures + PL	3-9 hp of fire damage ppl	71
Heal Wounds	D	4	1 Character	Heals 1-8 hp ppl to character.	81
Itching Skin	E	2	2 Creatures + PL	Irritates creatures/reduces actions	76
Noxious Fumes	A	10	3 Creatures + PL	1-6 hp ppl & nausea	75
Poison	A	2	1 Creature	1-5 hp ppl & potential poisoning	74
Poison Gas	A	7	Cloud	Delivers damage and poisoning!	74
Purify Air	A	10	Party	Tries to clean air of nasty clouds	75
Sleep	M	3	3 Creatures + PL	Creatures may fall asleep	78
Stamina	W	2	1 Character	Restores a potion of stamina	72
Stink Bomb	A	8	3 Creatures	1-6 hp ppl & potential nausea	74
Toxic Vapors	A	8	Cloud	2-6 hp of sinking damage ppl	75
Whipping Rocks	E	7	1 Group	1-6 hp rock damage ppl	76
F = Fire E = Earth PL = power level ppl = per power level W = Water M = Mental ppl = per power level AC = armor class A = Air D= Divine hp = hit points					





Mage's Spellbook

Spell Name	Realm	Cost	Affects	Description	Pg
Air Pocket	A	8	Party	Protects from air spells/clouds	74
Anti-Magic	D	7	1 Group	Their spells may fizzle/backfire	81
Armor Shield	E	2	1 Person	Lowers AC by 1 ppl	76
Armormelt	E	8	1 Group	Raises creatures' AC by 1 ppl	77
Asphyxiation	A	12	All Groups	Tries to kill breathing creatures	75
Astral Gate	D	8	1 Creature PPL	Tries to banish a demon creature	82
Blink	D	7	Caster	Allows caster to "blink" out/in	81
Chilling Touch	W	2	1 Creature	1-6 hp cold damage ppl	72
Conjuration	D	10	Party	Calls creatures to fight for party	81
Crush	E	9	1 Creature	Squish! Up to 200 hp damage!	77
Deep Freeze	W	6	1 Creature	3-30 hp of ice damage ppl	73
Detect Secret	M	5	Caster	Caster may see hidden objects	78
Direction	E	3	Party	Shows direction (N,S,E,W)	76
Energy Blast	F	2	1 Creature	1-7 hp electric damage ppl	71
Fire Shield	F	8	Party	Protects from fire spells	71
Fireball	F	6	3 Creatures + PL	2-10 hp fire damage ppl	71
Firestorm	F	12	Cloud	Lasting, burning cloud	71
Ice Shield	W	8	Party	Protects from ice spells and cold.	72
Iceball	W	8	4 Creatures + PL	3-12 hp of ice damage ppl	72
Knock-Knock	E	6	Doors & Chests	Attempts to open door or chest	76
Levitate	A	12	Party	Lifts party inches off floor	75
Magic Missile	D	4	1 Creature + PL	1-7 hp magic damage ppl	81
Magic Screen	D	8	Party	Protects from magical spells	81
Missile Shield	A	5	Party	Protects from hurled objects	74
Noxious Fumes	A	10	3 Creatures + PL	1-6 hp ppl & nausea	75
Nuclear Blast	F	16	All Creatures	5-25 hp bomb damage ppl	71
Prismic Missile	F	9	3 Creatures + PL	Random rays causing illness	71
Recharge	D	15	Item	Restore charges to an item	82
Resurrection	D	20	1 Character	Tries to revive dead character	82
Shrill Sound	A	4	1 Group	1-5 hp of pressure damage ppl	74
Sleep	M	3	3 Creatures + PL	Creatures may fall asleep	78
Spooks	M	7	All Creatures	Terrifies creatures! May run	80
Stink Bomb	A	8	3 Creatures	1-6 hp ppl & potential nausea	74
Terror	W	3	1 Group	Easier to hit creatures/may run	72
Watchbells	M	5	Party	May wake sleeping members	79
Weaken	W	4	3 Creatures + PL	Creatures fight and react poorly	72
Web	E	7	1 Creature	Tries to halt a creature's actions	76
Whipping Rocks	E	7	1 Group	1-6 hp rock damage ppl	76
Wizard's Eye	M	10	Caster	Allows caster to see "map"	79
Zap Undead	D	15	1 Creature	Dispell! Up to 1000 hp damage	82
F = Fire E = Earth PL = power level ppl = per power level W = Water M = Mental ppl = per power level AC = armor class A = Air D = Divine hp = hit points					





Spell Name	Realm	Cost	Affects	Description	Pg
Armormelt	E	8	1 Group	Raises creatures AC by 1 ppl	77
Blades	E	6	3 Creatures + PL	2-8 hp slicing razor damage ppl	76
Bless	M	4	Party	Lowers AC/Enhances hit chance	78
Blink	D	7	Caster	Allows caster to "blink" out/in	81
Charm	M	5	1 Creature or NPC	Tries to sway creatures' thoughts	78
Confusion	M	6	1 Group	Scrambles brains! No control!	79
Cure Lesser Cnd	M	4	1 Character	Attempts to cure of lesser ills	78
Cure Paralysis	W	6	1 Character	Attempts to cure paralysis	72
Dazzling Lights	F	6	1 Creatures + PL	Various mental assaults!	71
Death	M	10	1 Creature	Attempts to kill outright	80
Detect Secret	M	5	Caster	Caster may see hidden objects	78
Divine Trap	M	4	Caster & Chest	Makes chest's devices apparent	78
Find Person	M	16	Caster	Tries to locate someone or party	80
Haste	W	5	Party	Speeds up members' movements	72
Heal Wounds	D	4	1 Character	Heals 1-8 hp ppl to character	81
Hold Monsters	M	6	3 Creatures + PL	Creatures think they're paralyzed	79
Identify	M	8	1 Creature/Item	Reveals item/creature's true name	79
Illusion	M	10	Party	Calls illusion to fight for party	79
Knock-Knock	E	6	Doors & Chests	Attempts to open door or chest	76
Lifesteal	D	12	1 Creature/Caster	(4-16 hp ppl) x PL damage/heal	82
Locate Object	M	8	Caster	Tries to find location of object	80
Mental Attack	E	3	1 Creature	1-7 hp ppl & potential insanity	78
Mind Flay	M	18	All Creatures	4-16 hp ppl & potential insanity	80
Mindread	M	8	Caster	Determines what's on NPC's mind	79
Paralyze	W	5	1 Creature	Try to solidify all liquids in body	73
Psionic Blast	M	8	3 Creatures + PL	1-7 hp ppl & potential insanity	79
Psionic Fire	F	4	2 Creatures + PL	1-8 hp of fire damage ppl	71
Resurrection	D	20	1 Character	Tries to revive dead character	82
Sane Mind	M	10	1 Character	Returns sanity to insane member	79
Shrill Sound	A	4	1 Group	1-5 hp of pressure damage ppl	74
Silence	A	4	3 Creatures + PL	Tries to silence monster spells	74
Sleep	M	3	3 Creatures + PL	Creatures may fall asleep	78
Slow	W	4	3 Creatures + PL	Slows down creatures movements	72
Spooks	M	7	All Creatures	Terrifies creatures! May run	80
Stamina	W	2	1 Character	Restores a portion of stamina	72
Terror	W	3	1 Group	Easier to hit creatures/may run	72
Watchbells	M	5	Party	May wake sleeping members	79
Weaken	W	4	3 Creatures + PL	Creatures fight and react poorly	72
Wizard's Eye	M	10	Caster	Allows caster to see "map"	79
<div> <div>F = Fire</div> <div>W = Water</div> <div>A = Air</div> </div> <div> <div>E = Earth</div> <div>M = Mental</div> <div>D = Divine</div> </div> <div> <div>PL = power level</div> <div>ppl = per power level</div> <div>hp = hit points</div> </div> <div> <div>ppl = per power level</div> <div>AC = armor class</div> </div>					





Priest's Spellbook

Spell Name	Realm	Cost	Affects	Description	Pg
Armorplate	E	6	Party	Magical armor plating lowers AC	76
Astral Gate	D	8	1 Creature ppl	Tries to banish a demon creature	82
Blades	E	6	3 Creatures + PL	2-8 hp slicing razor damage ppl	76
Bless	M	4	Party	Lowers AC/Enhances hit chance	78
Charm	M	5	1 Creature or NPC	Tries to sway creatures' thoughts	78
Conjuration	D	10	Party	Calls creatures to fight for party	81
Cure Disease	W	12	1 Character	Attempts to cure disease	73
Cure Lesser Cnd	M	4	1 Character	Attempts to cure of lesser ills	78
Cure Paralysis	W	6	1 Character	Attempts to cure paralysis	72
Cure Poison	A	8	1 Character	Attempts to Cure poisoning	74
Cure Stone	E	18	1 Character	Attempts to cure stoning	77
Death	M	10	1 Creature	Attempts to kill outright	80
Death Wish	D	20	All Creatures	Attempts to kill all outright	82
Dispell Undead	D	7	1 Creature + PL	Tries to dispell animated creature	81
Divine Trap	M	4	Caster & Chest	Makes chest's devices apparent	78
Enchanted Blade	D	4	Party	Give weapons extra power	81
Find Person	M	16	Caster	Tries to locate someone or party	80
Haste	W	5	Party	Speeds up members' movements	72
Heal Wounds	D	4	1 Character	Heals 1-8 hp ppl to character	81
Healfull	D	12	Party	Super heal spell for whole party	82
Hold Monsters	M	6	3 Creatures + PL	Creatures think they're paralyzed	79
Identify	M	8	1 Creature/Item	Reveals item/creature's true name	79
Lifesteal	D	12	1 Creature/Caster	(4-16 hp ppl) x PL damage/heal	82
Lightning	F	8	3 Creatures + PL	1-10 hp electric damage ppl	71
Locate Object	M	8	Caster	Tries to find location of object	80
Make Wounds	D	3	1 Creature	1-8 hp of magic damage ppl	81
Paralyze	W	5	1 Creature	Try to solidify all liquids in body	73
Purify Air	A	10	Party	Tries to clean air of nasty clouds	75
Recharge	D	15	Item	Restores charges to an item	82
Remove Curse	D	4	1 Person	Tries to lift cursed item	82
Restfull	W	8	Party	Restores stamina to all members	72
Resurrection	D	20	1 Character	Tries to revive dead character	82
Sane Mind	M	10	1 Character	Returns sanity to insane member	79
Silence	A	4	3 Creatures + PL	Tries to silence monster spells	74
Slow	W	4	3 Creatures + PL	Slows down creatures movements	72
Stamina	W	2	1 Character	Restores a portion of stamina	72
Superman	W	7	1 Character	Super boost of power to fight!	73
Web	E	7	1 Creature	Tries to halt a creature's actions	76
Whirlwind	A	8	3 Creatures + PL	1-7 hp of whipping damage ppl	74
Word of Death	D	18	All Creatures	4-16 hp magic damage ppl	82
F = Fire E = Earth PL = power level ppl = per power level W = Water M = Mental ppl = per power level AC = armor class A = Air D= Divine hp = hit points					







Appendix A: Character Races

All told, there are eleven different races that your character can choose from. Each race has its own advantages and shortcomings. A character's race determines his or her base statistics, such as strength and intelligence, and affects the ability to resist sickness, magic or a monster's attack. Ultimately, a character's race influences which professions he or she may enter. A complete description of all Wizardry's races follows.

Human



STR	9
INT	8
PIE	8
VIT	9
DEX	9
SPD	8
PER	8

RESISTANCES: Although a Human has no natural resistances, it has no particular shortcomings either.

Humans are the race to which all others in Wizardry are compared. Perfectly balanced in its statistics, having no particular strengths and no decided weaknesses, the human serves as a stable and dependable creature regardless of the profession a Human character eventually enters.

Elf



STR	7
INT	10
PIE	10
VIT	7
DEX	9
SPD	9
PER	8

RESISTANCES: Elves, because of their high intelligence, have a natural resistance to hypnosis and sleep spells.

Elves are smallish creatures, with pointed ears and a broad smile. They excel at intellectual pursuits, loving not only what they learn but the study that comes with it as well. Armed with these smarts, Elves make excellent magic users. Elves are also nimble creatures, moving their small bodies with an above-average ease and speed.





Dwarf



STR	11
INT	6
PIE	10
VIT	12
DEX	7
SPD	7
PER	7

RESISTANCES: The Dwarves' robust body provides poison resistance, while its heredity provides for magic spell protection.

Coming from a long line of forest and cave-

dwelling folk, Dwarfs also have a taste for any adventure. They are small beings, but display a remarkable amount of strength. Their hearty stance and high vitality make them a natural for combat-related professions. Also pious creatures, Dwarfs make great Priests.

Gnome



STR	10
INT	7
PIE	13
VIT	10
DEX	8
SPD	6
PER	6

RESISTANCES: Because of their high piety and ancestry, Gnomes possess a resistance to magic spells.

In the underground caves of Wizardry, one might just find whole

groups of Gnomes in their natural habitat. Typically keeping to themselves, Gnomes are sturdy, strong and agile creatures; their small stance can easily fool opponents in combat. Gnomes are also extremely pious individuals whose zest for learning is virtually unequalled by any other race.

Hobbit



STR	8
INT	7
PIE	6
VIT	9
DEX	10
SPD	7
PER	13

RESISTANCES: The Hobbit has resistance to Magic-realm spells.

A sleek and tiny race, the Hobbit is a dexterous and busy type able to maneuver its body

(and especially its fingers) into and out of the tightest situations. The Hobbit is also well known as a charming conversationalist and for its amazing friendliness and hospitality. Hobbits with lesser inclinations frequently use their silver-tongues and quick fingers to help themselves to goods and information.





Faerie



STR	5
INT	11
PIE	6
VIT	6
DEX	10
SPD	14
PER	12

RESISTANCES: The Faerie's long kinship with nature provides resistance to magic spells.

The tiniest and most agile race in all of Wizardry, Faeries are deli-

cate and beautiful beings. Their small size and lightning speed give them a naturally low armor class. The Faerie is also one of the smartest and friendliest creatures in Wizardry. Although not much of a fighter, the Faerie can make an excellent magic user or thief.

Lizardman



STR	12
INT	5
PIE	5
VIT	14
DEX	8
SPD	10
PER	3

RESISTANCES: A lack of intelligence provides resistance to mental spells, while its skin resists acid.

The Lizardman is a serpentine-type creature whose origins are

somewhat uncertain. Although it is human-like in its ability to talk and walk upright, the Lizardman is not intelligent or personable (actually, others tend to avoid him). Its strengths lie in its natural ability to fight . . . and win. Strong, fast and hearty, with a mind that thinks "kill, kill, kill," the Lizardman can be the perfect combatant.

Dracon



STR	10
INT	7
PIE	6
VIT	12
DEX	10
SPD	8
PER	6

RESISTANCES: Their dragon ancestry gives Dragons resistance to acid and mental spells.

A mixture of blood between the human and the dragon created this

wondrous race with incredibly unique abilities. While remaining private, the Dracon occasionally ventures out and will accompany another group for reasons of its own. It is strong, dexterous, and hearty, and can make a great Ranger, Thief, or Fighter. The Dracon also has a limited ability to breathe acid upon its opponents!



STR	8
INT	6
PIE	12
VIT	10
DEX	8
SPD	8
PER	10

RESISTANCES: The Rawulf's thick hair provides great cold protection.

Rawulf's are devoted and hearty creatures. Descending from a race of intelligent, bipedal

Rawulf

canines, they share their ancestors' caring personality and thick coat as well as an indication of their speed, strength and dexterity. The Rawulf's desire to learn coupled with high piety also help it to become an excellent Priest.



STR	7
INT	10
PIE	7
VIT	7
DEX	10
SPD	12
PER	10

RESISTANCES: Quick reflexes help it to dodge missiles and spells.

Like their distant relative, the cat, Felpurrs are fast, smart and personable. They walk on their hind feet, and are

Felpurr

beautiful creatures with a full mane of hair covering their bodies. Felpurrs are also intelligent and dexterous. Throughout their evolution, they have relied on their sleek body styling and speed more than actual physical strength, and have the ability to move their bodies with a grace unknown to virtually any other race.



STR	10
INT	10
PIE	6
VIT	10
DEX	7
SPD	7
PER	9

RESISTANCES: The Mook's magical nature gives it resistance to magical spells. Its fur provides resistance to cold.

Very magical in nature, the Mook's exact ori-

Mook

gins are entirely unknown. Those skilled in the Wizardry's mythology have gone so far as to speculate the Mook may even be of alien origin! Mooks are extremely intelligent and strong creatures, and have a personality sure to charm the likes of most they encounter.





Appendix B: Character Professions

A total of fourteen traditional fields of study are available to your character, and each of these professions follows. By meeting the minimum qualifications of a profession, characters can begin to train in the profession's skills, magic and conduct. Along with a description of the profession, you will see its spellbooks, primary skills and basic equipment:

- **Spellbooks:** If the profession has the ability to learn magic, the spellbook will be listed here. Further information on magic and the spellbook itself is in the Magical spells section of this manual.
- **Primary Skills:** Fresh out of training, your characters have become somewhat proficient in certain aspects of their profession. The primary skills reflect this training.
- **Basic Equipment:** it would be pretty unkind, not to mention rude, to send your characters into the world naked, without weapons or shoes on their feet. Listed here is your character's basic, beginning inventory.

Fighter



STR	12
INT	
PIE	
VIT	
DEX	
SPD	
PER	

SPELLBOOKS: None
PRIMARY SKILLS: None
BASIC EQUIPMENT: Long Sword, Leather Cuirass, Fur Legging, Sandals, Buckler Shield.

The general warrior class is one of the most time-honored professions in fantasy role-playing. Fighters generally have high hit points, and relish their role as shock-troops. They may specialize in a wide array of weaponry skills, and often use these talents to dispose of monsters who stand in the way of adventure. Fighters mainly concentrate on these combat skills, honing them to a deadly point. Fighters can wear almost all armor and use most weapons.





STR	
INT	12
PIE	
VIT	
DEX	
SPD	
PER	

SPELLBOOKS: Mage
PRIMARY SKILLS:
 Thaumaturgy
BASIC EQUIPMENT: Staff,
 Robes (U), Robes (L),
 Sandals, 1 Magic Mis-
 sile scroll.

Mage

The creators of the powerful Mage spells continue, to this day, to devote a life's work to their study. Because they practice only the Mage spells and seek no other interests, Mages learn them quicker than any other profession in Wizardry. They have poor hit points and are very limited in the armor and weapons they can use. However, their powerful spellcasting makes them ideal for any party.



STR	
INT	
PIE	12
VIT	
DEX	
SPD	
PER	8

SPELLBOOKS: Priest
PRIMARY SKILLS:
 Theology
BASIC EQUIPMENT:
 Quarterstaff, Robes
 (U), Robes (L), San-
 dals, 3 Lt. Heal potions.

Priest

Long known for their healing powers, Priests are useful to any party hoping to live for more than a day in Lost Guardia. Dedicated individuals, Priests give all of their attention to the study of divine Priest spells. Their devotion allows them to learn Priest spells quicker than any other profession. Priests are also skilled diplomats, able to negotiate with NPCs. Priests have fairly high hit points, must use specially consecrated weapons, and can wear light armor.



Thief



STR	
INT	
PIE	
VIT	
DEX	12
SPD	8
PER	

SPELLBOOKS: None
 PRIMARY SKILLS:
 Skulduggery
 BASIC EQUIPMENT:
 Cutlass, Cloth Shirt,
 Cloth Pants, Buskins,
 6 Bite Daggers

For those who just couldn't resist a good temptation, thieving might just be the perfect career. Thieves are very good as circumventing the noxious treasure chest traps which often lie between a party and their hard-earned loot. They also have the skill to pick locked doors, and delight in the opportunities to pickpocket. Thieves can hide in combat, and if successfully hidden, they can launch a surprise attack... doing double damage.

Ranger



STR	10
INT	8
PIE	8
VIT	11
DEX	10
SPD	8
PER	8

SPELLBOOKS: Alchemist
 PRIMARY SKILLS: Scout,
 Bow
 BASIC EQUIPMENT: Short
 Bow, 100 Willow Ar-
 rows, Suede Doublet,
 Suede Pants, Buskins.

The nature-lover of Wizardry, the Ranger enjoys a talent for scouting out such things as secret passages, trick walls and other traps of this nature. Much like Robin Hood, a classic of this profession, Rangers are excellent archers and have a deadly accurate aim. They receive a bonus when using all projectile weapons including a chance to score a critical hit. Around the third level of experience, Rangers slowly begin to learn Alchemists' spells. They also have fairly high hit points, and can hide during combat.



STR	
INT	13
PIE	
VIT	
DEX	13
SPD	
PER	

SPELLBOOKS: Alchemist
 PRIMARY SKILLS:
 Alchemy
 BASIC EQUIPMENT: Staff,
 Robes (U), Robes (L),
 Sandals, 1 Cherry
 Bomb potion

Alchemists

The weavers of magical spells, Alchemists aspire to bend the laws of the universe. Although they are spellcasters, their traditions show them to be the mixers of potions, and the diviners of spells. Using their high intelligence, Alchemists concentrate their studies fully to this art allowing them to learn its spells faster than any other profession in Wizardry. Additionally, due to the nature of their spells, they need no oratory and cannot be silenced.



STR	
INT	10
PIE	
VIT	
DEX	12
SPD	8
PER	12

SPELLBOOKS: Mage
 PRIMARY SKILLS: Music
 BASIC EQUIPMENT:
 Sling, Bullet Stone
 (25), Cloth Shirt, Cloth
 Pants, Poet's Lute

Bard

The silver-tongued adventurer, the Bard enjoys a talent for song, entertainment and conversation. Additionally, their musical talents allow them to play the different enchanted instruments found within Wizardry, casting a spell with each. Bards also begin to study powerful Mage spells around the third level of experience. Bards have been known to pick a pocket or two as well, and learn in the ways of the thief, allowing them to pick locks, disarm traps and hide during combat.





Psionic



STR	10
INT	14
PIE	
VIT	14
DEX	
SPD	
PER	10

SPELLBOOKS: Psionic
 PRIMARY SKILLS: Theosophy
 BASIC EQUIPMENT: Dagger, Robes (U), Robes (L), Sandals, Shadow Cloak

Concentrating on the wonders of the mind, the Psionic is a magic user who has developed mental powers to a level no other profession can hope to possess. Their spells have the ability to alter the mind, read it and mess with it in general. They are both clairvoyants and diviners, who focus all their energies on their mental and magical abilities. Through this devotion, Psionics learn the mental spells faster than any other profession.

Valkyrie



STR	10
INT	
PIE	11
VIT	11
DEX	10
SPD	11
PER	8

SPELLBOOKS: Priest
 PRIMARY SKILLS: Pole & Staff
 BASIC EQUIPMENT: Spear, Fur Halter, Chamois Skirt, Sandals, Leather Helm

A profession open only to female characters, the Valkyrie is a first-rate lance warrior. Her knowledge of weapons is vast and precise; her spirit for combat is great. She is strong, and has the ability to swing her sword with a speed and accuracy admired by all. Around the third level of ability, the pious Valkyrie begins the study of Priest spells, although she doesn't learn them as quickly as the Priest.



STR	
INT	15
PIE	15
VIT	
DEX	
SPD	
PER	8

SPELLBOOKS: Priest, Mage
 PRIMARY SKILLS: Theology, Thaumaturgy
 BASIC EQUIPMENT: Quarterstaff, Robes (U), Robes (L), Sandals, Mitre

Bishop

Extremely intelligent and pious individuals, Bishops devote a major portion of their time to the ancient studies. Pooling the knowledge of the Mage and Priest, Bishops are well-studied characters who learn the spells of both their counterparts. However, because of the time required to study both spellbooks, Bishops learn spells more slowly than the Mage or Priest. Bishops, because of their great wisdom, are skilled in the political art of diplomacy.



STR	12
INT	9
PIE	12
VIT	12
DEX	9
SPD	9
PER	14

SPELLBOOKS: Priest
 PRIMARY SKILLS: Diplomacy
 BASIC EQUIPMENT: Broadsword, Quilt Tunic, Quilt Legging, Buskins, Steel Helm

Lord

Both an excellent fighter, diplomat and pious spellcaster, Lords are the true crusader knights in Wizardry. While their combat skills are their primary concern, the Lord's interest in the divine Priest spells develops around the third level of experience, and helps to provide the party with the additional healing power it may need. Whether it be inflicting the damage or healing it or negotiating it, Lords are a great addition to any party.





Samurai



STR	12
INT	11
PIE	11
VIT	9
DEX	12
SPD	14
PER	8

SPELLBOOKS: Mage
 PRIMARY SKILLS: Sword
 BASIC EQUIPMENT:
 Katana, Wakazashi,
 Robes (U), Robes (L),
 Sandals

The true swordsman of Wizardry, the Samurai has dedicated his or her life to the study of the sword. Their lightning speed combined with their sword's accuracy help them to fight their way through most any situation. Samurai can learn the deadly skill of the critical kill, unleashing it upon their opponents in the heat of battle. Their mystical side allows them to develop mage spells around the third level of experience.

Monk



STR	13
INT	8
PIE	13
VIT	13
DEX	10
SPD	13
PER	8

SPELLBOOKS: Psionic
 PRIMARY SKILLS: Hand
 & Feet, Theosophy
 BASIC EQUIPMENT: Bo,
 15 Shurikens, Robes
 (U), Robes (L), San-
 dals

A wandering person in search of inner and outer development, the Monk is a talented warrior, fighting most with the hands and feet, who tops this ability with a knowledge of self defense. The Monk also possesses keen insight into the ways of the mind, and begins to learn the Psionic spells at the third level of experience. The Monk is also studied in the body, and may critically hit an opponent. He or she may also hide in combat.



STR	12
INT	10
PIE	10
VIT	12
DEX	12
SPD	12
PER	12

SPELLBOOKS: Alchemist
 PRIMARY SKILLS: Hand
 & Feet, Ninjutsu
 BASIC EQUIPMENT: 15
 Shurikens, Ninja Cowl,
 Ninja Garb (U), Ninja
 Garb (L), Tabi Boots

Ninja

The ultimate assassin, the Ninja is a silent and devout killer with skills and talents admired, but known little about, by all. They commonly fight with their hands and feet, wreaking havoc upon their unlucky opponents. Ninja may also deliver a critical blow to whatever stands in their way. Sharing some of the Thief's skills, the Ninja is able to hide in combat, in hopes of launching a deadly surprise attack. Much later in their careers, Ninja begin to learn Alchemist spells.





Appendix C: Character Skills

As your characters travel through forests and encounter NPCs and monsters, they will develop, learn and hone the skills that are necessary for survival and success in Wizardry. There are four categories of skills: Weaponry, Physical, Academia and Personal. Within each of these categories, there are many individual skills, all of which are listed in this section. Depending on your character's profession, you may not see every possible skill while reviewing your character

Weaponry Skills

In general, Weaponry skills affect a character's ability to handle his or her weapon. As your character practices these skills (equipping and using a weapon in combat, blocking a blow, etc.), points will be added to the skill to reflect your training. At their best, all skills reach a maximum of 100 points.

WAND & DAGGER: The talent of wielding daggers, wands and other small items used as weapons in combat.

SWORD: Any sword, including the katana, used as a weapon in combat is covered under this skill.

AXE: This ability covers any axe, such as the battle or hand axe, used as a weapon in combat.

MACE & FLAIL: The talent needed to use any mace-like item, including the flail or hammer, as a weapon in combat.

POLE & STAFF: The mastery of any pole & staff, such as the halberd, bo or staff, used as a weapon in combat.

THROW: The demonstrated ability to be on target when any weapon is thrown. This includes such things as shurikens, darts, potions and weapons that are thrown accidentally.

SLING: The ability to use any weapon which consists of a leather strap and two cords which, when whirled and released, hurls stones and other like objects at an opponent.

BOW: The flair of handling any bow which fires arrows and is used as a weapon in combat.

SHIELD: The art of using a shield effectively to block an opponents blow while fighting or parrying.

HANDS & FEET: The talent of using one's hands and feet as lethal weapons to strike and hopefully kill and opponent.





Physical Skills

Physical skills generally affect a character's ability to do things which require talents of the body or voice. For instance, a character skilled in Scout will keenly perceive a piece of straw that looks out of place in a giant hay pile. The unskilled scouting character, on the other hand, will blindly walk down the hall, oblivious to the giant red sign that says, "Secret Door Here!" As with most skills, Physical skills grow stronger as your characters practice them. Physical skills reach a maximum of 100 points

SCOUT: The knack of seeing and finding things such as secret doors, hidden entrances or buried items others seem to pass by. You must add points manually to "Scout" to increase your character's proficiency.

MUSIC: The art of playing enchanted musical instruments and bringing forth from them different magical spells.

ORATORY: The vocal discipline required to properly recite a magical spell in combat. Without good oratory, spells meant for monsters may fizzle or backfire on the party.

LEGERDEMAIN: The ability to pickpocket (steal) items or gold from NPCs without their knowledge or permission.

SKULDUGGERY: The delicate skill of inspecting and disarming traps on chests and picking locks on doors.

NINJUTSU: The legendary art that allows characters to hide themselves from their opponents. For the Ninja and Monk, proficiency in Ninjutsu helps to lower their armor class rating.

- **SWIMMING:** A measurement of your character's ability to swim across deep water. Characters with fewer than 10 skill points may drown from entering deep water.
- **CLIMBING:** The knack of taking falls, climbing into pits, and scaling the sides of walls without taking damage.





Academia Skills

Academia skills affect a character's ability to learn and understand matters intellectual. These skills also affect the magic users' ability to learn and understand spells. While Academia skills may eventually increase automatically, magical study skills must be advanced manually by adding skill points whenever a character gains a level; these are *studied* skills, not practiced. Without study, the magician will never learn spells beyond the basic. As with all the skills, the highest amount a particular skill can reach is 100 points.

ARTIFACTS: The ability to effectively use and invoke magical items depends on this skill. Without a developed Artifact skill, there is a chance the item's power will fizzle or backfire. This skill also affects a character's ability to successfully assay an item to determine its intricacies.

MYTHOLOGY: The ability to recognize, while in combat, the true identities of monsters.

SCRIBE: The ability to successfully invoke the magical power of a scroll during combat.

ALCHEMY: The art of learning, practicing and exercising Alchemist spells.

THEOLOGY: The pursuit of the divine interests leading to the study of Priest spells.

THEOSOPHY: The possession of mental and spiritual insight that allows its possessor to study Psionic spells.

THAUMATURGY: The path of study followed by the Mage and those who follow him to learn Mage spells.

KIRIJUTSU: The deadly skill and knowledge of the body which allows its possessor to strike a vital blow or critical area, hopefully killing an opponent with a single blow.

- **MAPPING:** The ability to transcribe an accurate record of the party's adventure. The higher the skill, the more detail (door, stairs, trees, gates, etc.) included. This skill requires a mapping kit to be effective.

- **DIPLOMACY:** The art of negotiation and creation of mutual pacts and trust between the party and another group. Allows the negotiator to truce well and form alliances with NPCs.



Lost Guardia is a world unlike any your characters have ever known. Although they come prepared with a great selection of skills, there are still some things they might pick up along the way.

FIREARMS: The use of small firearms, like muskets. This skill determines your character's ability to load and accurately fire such a weapon.

REFLEXION: The ability to take small jumps so quickly - faster than the eye - that a double image is created. This skill's most effective use is in a character's ability to avoid an attack. The "after image" is usually the target.

SNAKE SPEED: Allows characters to move with lightning reflexes, increasing speed in all aspects where it is a factor.

EAGLE EYE: The ability to target a creature with a weapon or spell and strike with an amazing degree of accuracy.

POWER STRIKE: An ability to strike a blow that does maximum damage - and sometimes yields more than that!

MIND CONTROL: Those adept in this skill can master control of their own minds. This extra willpower helps them to fend off sleep or Psionic spells and to retain control of their own mind.

Personal Skills





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Password Deletion



1. **Where's the Start New Game option?** Before you can start a new game, you need to create a party in the Character Menu. Once you have created six characters, return to the Main Menu. There, use the Add Member option. Once you have added at least one character to the party, the Start New Game option will appear.
2. **To new Wizardry players, Dracons and Bards** are valuable in combat (they're good for experienced players, too). A Dracon's breath attack is highly consistent, and typically scores damage to opponents. By creating a Dracon magic user or thief, the character will not become "inactive" in the middle of combat - after casting spells, the Dracon may have enough stamina left for a breath attack. The Bard, on the other hand, carries an instrument that provides endless Sleep spells! Needless to say, such an item makes combat much easier.
3. **Diplomacy is everything. Well, almost.** When you meet up with a group of NPCs, cast a Charm spell, if you have one. Then, try negotiations. The better a character's diplomacy, the better negotiations may go. Additionally, remember that it might not be in your best interest to talk with every NPC in the village. If word gets back to your other friends, why, what would they think?
4. **Be careful who you expose yourself to.** When you offer to trade Lore with another party by selecting the Lore option, you may learn all they know about the area and their quest. However, you tell them everything you know in return!
5. **Good notes are important** as extra insurance. You can refer to them to see if you've missed something or to recall certain information you might need.
6. **If you're relatively safe** in an encounter, let as many characters as possible rest to regain some stamina.
7. **Spells that incapacitate monsters (such as Sleep) are great to use.** While the monsters are sleeping, you can rest your characters up, too. Also, you'll get some great swings in on them.
8. **Some places on Lost Guardia seem safer to rest** than others. Monsters are more likely to find your party if they're camped out in the center of a great hall versus a small, enclosed room.
9. **Avoid killing NPCs** until you're sure they don't have something you need. Once you kill an NPC, he or she is gone for good.



10. **When you encounter a new monster**, don't hold back, and don't assume it's easy to kill. Later, when you know what spells work on it and what it can do to you, you can relax a little.
11. **Be thorough.** Read messages carefully. You never know where you might be able to find or use something.
12. **If you're dealing with more than one group**, you may want to kill off groups with single monsters first. In this way, the tough monsters with lots of spells can't retreat to the rear out of your fighters' range. Sometimes, however, the reverse may be desirable.
13. **Have fun.** Even when the going gets tough, and you feel hopelessly stuck. There is a way out. Check all the walls around you. Remember messages you've read or check your notes. Or call us Monday to Friday, 4 p.m. to 8 p.m. and weekends, 12 noon to 6 p.m. We'll get you out.

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